

# MID MICHIGAN ATARI MAGAZINE



november 1986

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T.A.G. -- SAGINAW/BAY CITY/MIDLAND

still 1.00

## Atari News

Compiled by John Nagy

### \*\* ANTIC ONLINE GOES OFFLINE

10/20/86: This item was the first new entry on the ANTIC ONLINE section of the COMPUSERVE ATARI SIG in over three months:

"As many of you have noticed, we have not recently updated ANTIC ONLINE. Due to being unable to reach a mutually acceptable contract with CompuServe, we have found it necessary to discontinue ANTIC ONLINE.

"We have found the experience to be informative and have made many friends. We thank you for your support and kind words. You can rest assured that we will be regular readers of SIG\*ATARI, and where appropriate we will leave online messages.

"Our commitment to online publishing has not relaxed, and you can expect Antic to be a continuing information provider - as to where and when, watch ANTIC and START for further information." - Jim Capparell, Publisher

Just where does this leave the hundreds of small user groups that depended on ANTIC ONLINE every month to make up the bulk of their newsletter? It remains to be seen. Articles and reviews, ST information, and W.U.N. materials all came through ANTIC ONLINE, and were depended on by perhaps too many. It's up to the rest of us now - again.

Details of just what the problems were between COMPUSERVE and ANTIC may surface soon- we will keep you up to date.

It's just not turning out to be a good year for the big "C".

### \*\* ATARI HINTS AT A 520XE

Although announcements were conservative due to the public stock offering by ATARI CORP, hints were made at the Northern California Atari Expo that the future will include a 340XE and perhaps a 520XE computer. An XE memory management chip may also be offered to third party developers as early as January 1987. Still no release dates announced for the 1200 baud modem, the XEP80 80 column adaptor, or the 3.5 inch drives for the 8-bit line of ATARI computers. SOON is all they would say.

### \*\* MICROPROSE HOLD BACK GUNSHIP

Software developer MICROPROSE is said to be trying to decide whether to permanently shelve the long awaited "GUNSHIP for the 8-bit ATARI. It seems that they can't make the game do all that they want it to in only 48K, and they don't want to make it incompatible with the old 800 series of machines. Seems a real waste of the 64K in the XL and XE series of machines if programmers are afraid to use it!

### \*\* MICHTRON TO APPEAR AT SAGINAW MEETING

The nations best-known ST SOFTWARE developers, MICHTRON of Pontiac, Michigan, will be the featured guests of the T.A.G. user group meeting in November. President LEROY VALLEY says that MICHTRON will show items from their regular line, about-to-be released programs, and a look at some works-in-progress. Also, they plan to offer some REALLY CHEAP USED equipment to be sold at the meeting! It happens at 2:00 P.M. on November 8, at the Rudy Zauel Memorial Library, corner of Shattuck and Center in Saginaw, MI. Leroy invites all ATARI enthusiasts to attend. Worth a drive!

THIS MONTH'S FEATURE: ICB CORP!





# CASTLE COMMUNICATIONS

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Computer Consulting (any application) \$10/Hr.



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This publication is the official newsletter of several independent groups of Atari 8-bit and 16-bit computer users. It is intended for the information and education of their members as well as the dissemination of Atari related information. Opinions expressed in this publication are those of the respective author and are not in any way official opinions of the associated user groups.

Other non-commercial USER GROUPS are granted permission to reprint articles from this magazine provided credit is given to the respective author as well as to the Mid-Michigan Atari Magazine. Most original files are available from the C.H.A.O.S. BBS upon request, and also appear in DL7 on COMPUSEVE for downloading.

Subscriptions to the Mid-Michigan Atari Magazine are included with memberships in any of the participating clubs, or directly from the MAGAZINE for \$12.00 per year to addresses in the U.S. Use the address below for subscriptions and inquiries.

#### SUBMISSIONS

Submissions from readers are encouraged. If possible, please make your submissions by electronic means. Submissions are accepted on the C.H.A.O.S. BBS (517-371-1106), or on disk-by mail or by giving a disk to an Editor. All submissions must be received by the 20th to be considered for the next month's issue.

#### NOTES TO OTHER CLUBS

Please be certain that you are mailing to the correct address (be sure which club it is that is exchanging this magazine with you!) (See below) and NOT to the return mail address. Exchanges of newsletters are encouraged.

C.H.A.O.S.  
Mid-Michigan Atari Magazine  
PO Box 16132  
Lansing, MI 48901

We are also soliciting other Michigan Atari clubs for affiliation with the Mid-Michigan Atari Magazine. We can offer MORE total pages and LOWER production costs per copy, with no loss in your local input. Contact C.H.A.O.S. for more information.



## Editor's Note

Rich Barnes - Managing Editor  
MID-MICHIGAN ATARI MAGAZINE  
(517) 349-0513

Well, here we are again. We wish to welcome the Tri City Atari Users Group from the Saginaw, Midland, Bay City area of Michigan. Once again, our group has continued to grow. To those of you that are joining us for the first time, we welcome you and want you to know that this is your newsletter as well as ours.

We're into Fall with Thanksgiving and Christmas rapidly approaching. The time seems to be passing much too quickly, especially these past few months. This past month was very active with club activities and the Computer Show @ the Clarion. The members of those clubs attending, the dealers, and more importantly the patrons seemed to be enjoying themselves, possibly for different reasons. All things considered, this effort would have to be classified as a success.

As with any publication, much of the costs of publication is paid through advertisements from local and national dealerships and companies. We hope that you will support these advertisers by purchasing items from them, even mentioning the magazine from time to time. They, in a way, have made an investment in you and would appreciate knowing that they are receiving a return on their advertising dollars.

In order to grow and to prosper, we need advertising. If you are, or know of someone that would be interested in advertising in this publication, please give us a call 349-0513 or drop us a note on the CHAOS BBS 371-1106 or by mail. Our rates are reasonable and our readership is continuing to grow. In the near future, we hope to have a representative in each club that would coordinate advertising in their area. At the present time, if you have a question please contact us or your local club president. If you would like to help with the above, please let your club president know. Remember, the more advertising, the larger the issue that can be produced.

#### Article Submissions

Please limit articles to two pages in length per article. This amounts to approx. 11.5K including all spaces and blank lines between paragraphs. In this manner we may present the widest variety of topics within the allotted space.

Please leave a blank line between each paragraph, but do not indent the paragraph. We will also take care of the needed centering of

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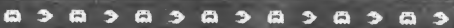
lines, so everything may be left justified.  
Please leave two spaces between each sentence.

Submission may be made by:

1. Electronic means by uploading to the CHAOS BBS or on disk (which will be returned to you). Note: we do not have the facilities as yet to handle the ST 3 1/2" format. These submissions at present will have to be by either modem or hardcopy.
2. Hardcopy submissions may be submitted, but they will require re-keying here in order to meet layout criteria as we use proportional print with a 47 character width. If at all possible, please use electronic submission.

Please include your name and telephone number with you submission so that we may contact you should there be a question. Your telephone number will not be published unless you request that it is for correspondence purposes.

Articles for submission (except for Club Pages) must arrive or be uploaded on or before the 20th. of each month. This is necessary, so that we can combine all of the materials, print the newsletter and hopefully, get it to you before your next club meeting. We would greatly appreciate your consideration of the above. Thank you.



## Atari News

### \*\* BCAUG TO JOIN MMAM

Beginning with the December issue, BATTLE CREEK ATARI USERS GROUP (BCAUG) will be in MID-MICHIGAN ATARI MAGAZINE. That's five groups in the last five months. Next major targets: KALAMAZOO, GRAND RAPIDS, ALPENA. Look for more of the finest Michigan ATARI groups as MMAM continues to expand into 1987.

### \*\* ATARIFEST PLANNED FOR DETROIT

They have been happening all over the country, and some have gotten attendance of over 2,000! Detroit based M.A.C.E. will be the central host for an ATARIFEST to be held sometime in mid 1987. Other nearby clubs will soon be contacted for support and publicity as the planning gets underway. Watch this magazine for details.

### \*\* NEW EXPRESS! VERSIONS

Keith Ledbetter, author of the very powerful and popular EXPRESS! series of terminal programs, announced that a new version for the 1030 and XM310 modem will soon be ready for distribution. Keith's 850 EXPRESS! v.3.0 has been out less than 2 months and is clearly the state of the art in terminal technology. It features a type-ahead window option (ideal for "CB" and similar conferences), Compuserve-compatible file protocols, internal wordwrap, and more. Look for some of these (and other?) features to appear on the upcoming 1030/XM301 release. If Keith SOLD these programs instead of making them public domain, they would outrank PRINTSHOP for the most used and best liked commercial software.

### \*\* OSS BRINGS OUT BAREWARE

Optimized Systems Software, Inc. is announcing a new line of software for Atari 8 and 16 bit computers. "BareWare" will be inexpensive (\$25 and under), and many programs will include source code. Because of its price, BareWare will only be supported by mail and all documentation will be included on the disk. BareWare products will not be copy-protected. OSS's first two products will be QuikStart and ShortCut, both for the Atari 520ST and 1040ST. Each will cost \$20.00.

QuikStart is a batch processor and ram disk combination that includes the ability to display prompts, create folders, copy, print, and delete files, set time and date, and run programs, to name just a few. When used with the accompanying ram disk: OverDrive, QuikStart allows you to load the ram disk and its contents without ever touching the keyboard or mouse.

OSS's other entry on the BareWare label is ShortCut. This desk accessory will allow you to print, copy, and delete files and more without ever leaving your GEM application. This program was actually developed internally at OSS to help in the development of Personal Pascal. Full source code (in Personal Pascal) for ShortCut is included on each and every ShortCut disk allowing you to modify and enhance this program at your convenience.

A catalog of BareWare products will be available shortly, both in print and on most networks. OSS is actively seeking software for the Atari 8 bit and 16 bit computer line. Interested authors should send a SASE for a submissions kit.

Optimized Systems Software, Inc. 1221 B Kentwood Avenue San Jose, Ca. 95129(408) 446-3099







# CAPITOL HILL ATARI OWNERS SOCIETY

SERVING THE LANSING AREA AREA

C.H.A.O.S. is the CAPITOL HILL ATARI OWNERS SOCIETY, serving the ATARI community of the Lansing, Michigan area. The CAMPUS HILL ATARI OWNERS SOCIETY is the Michigan State University chapter of C.H.A.O.S.

Membership dues are \$12.00 per year and entitle the member to a 1 year subscription to the Mid-Michigan Atari Magazine, a free disk from our regular library, access to our other libraries and facilities as well as access to our other resources.

Dues may be paid at any regular C.H.A.O.S. meeting or by mail. If not using an official Membership Application, please include your Name, Address, Phone and a list of your equipment and interests.

Sysop John Nagy and C.H.A.O.S. invite you to call one of the country's finest BBS's at (517) 371-1106, 24 hours a day at 300/1200 baud. (ATASCII/ASCII)

Inquiries regarding C.H.A.O.S., mail orders, memberships and etc, should be sent to:

C.H.A.O.S.  
PO Box 16132  
Lansing, MI 48901

Meetings take place on the 2nd and 3rd Saturdays of each month, at the MSU Physics-Astronomy Building, Physics Road, Room 118. Meetings begin at 10:00 am sharp and last until 1:00 pm.

S.T.I.N.G. (S.T. Interest Group), for Atari ST owners, meets on the SECOND Saturday of the month.

The General meeting, for 8-bit Atari owners, takes place on the THIRD Saturday of each month. DIRECTIONS TO MEETING PLACE: East Grand River to the Collingwood Entrance for MSU. The first available left turn is Physics Rd. The Physics-Astronomy Building is about 1 block from the corner, on the right hand side. Park in the gated lot just past the building.

Illegal copying and any violation of copyright laws are not condoned or allowed at any C.H.A.O.S. sponsored function, nor are allowed on the club BBS.

## ELECTED AND APPOINTED OFFICERS OF C.H.A.O.S.

Position	Name	Phone #
President	Leo Sell	349-0404
Vice President	John Nagy	487-5646
Sec'y-Treasurer	Gary Ferris	797-2593
8-bit Rep.	Adam Glonin	485-7348
16-bit Rep.	John Johnson	755-4219
Membership Coord.	Gary Ferris	797-2593
Library Manager	John Baker	641-4430
Asst. Librarian	Malcolm Cleveland	485-6747
Asst. Librarian	Sally Nagy	484-1976
ST Librarian	Mark Smathers	607-3590
Publ. Librarian	Richard Evans	351-2381
Program Coord.	Clv Hurt	484-7575
ST SIG Coord.	Ellen Goluska	332-4415
BBS System Op.	John Nagy	487-5646
BBS Librarian	John Baker	641-4430
C.H.A.O.S. Editor	Jeff Bone	321-5510

## PRESIDENT'S CORNER

By Leo Sell

I hope you all enjoyed the Auction last month. There were a lot, and I mean a lot, of bargains to be had. If you missed it... Oh well.

I want to thank everyone for all of their help at the Computer Show. Special thanks to the Bakers and to Gary Ferris, Mark Smathers, Mike Clewley and Mitch Wells.

The show itself was pretty successful for us I believe. Once again, we put forward the best presence of any computer club around. We got good exposure for the 8-bits and the ST's as well as for C.H.A.O.S.. Thanks again for your help and support.

I now have the pleasure of announcing two new appointments within the club. Mark Smathers has agreed to take over the ST library. Thank you Mark. And John Johnson is now the 16-bit representative on the C.H.A.O.S. Board of Directors. Thanks to you to John.

Things are going well for C.H.A.O.S. Our treasury is doing well, the library is expanding and the magazine is doing better than ever. That all also means that there are lots of ways for you to get involved. I hope you'll join in somewhere. We can use the help.





Speaking of help, we still need someone to volunteer to represent us on any Show committee that the Michigan Computer Consortium puts together. Call me right away and volunteer.

Lastly, I hope that you are supporting our advertisers. In order to have a quality magazine like this, we need advertising revenue. And the advertisers have a habit of looking at results!! So stop in and buy and chat and let them know you're there.

## don't miss the CHAOS meetings

C.H.A.O.S. OCTOBER 8-BIT MINUTES  
By: Gary Ferris

Enthusiasm for computers continues to pick up this fall as attendance for the October meeting exploded to over 75 people.

The main event was the CHAOS Annual Auction which saw a large amount of merchandise finding new homes among the members.

Prior to the auction, there was some discussion about the impending release of the Mac

cartridges and how ST owners would need to obtain the Macintosh OS roms from Apple dealers because the roms will not be included.

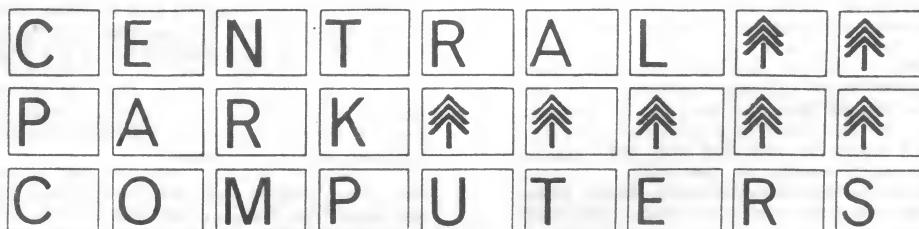
Also the confusion generated by stories of Compuserve copyrighting public domain software in their data libraries was generally cleared up and most of the horror stories appear to have been blown out of proportion.

The computer show scheduled for Sunday Oct. 19 and some of the controversy generated by an article in the State Journal was discussed as were the replies from Leo and John. (The show appeared to be quite a success)

The treasury is in the process of changing from Old Kent bank to Capitol Federal Savings. The reasons for the change are twofold. Old Kent has only one branch across from the Capitol. Capitol Federal has branches all over the Lansing Metro area. This will enable more prompt deposits of funds and easier access for checking records. The second change is that the CFS account will be an interest bearing account which will allow unused funds to grow until needed.

The treasury currently shows:

Capitol Federal Savings	\$ 808.00
Old Kent Bank	\$ 320.56
Total	\$ 1,128.56



It's official -- We are in our new location at:



## CENTRAL PARK PLACE

5100 MARSH ROAD, OKEMOS, MI., 48864  
(517) 349-7353



5100 Marsh Road, Okemos  
Just north of Chi Chi's  
349-7353  
Mon. thru Sat. 10am to 9pm  
Sunday 12pm to 5pm



# Disk Library

THE LIBRARY TABLE

By: John Baker

If you weren't there, you missed it. If you were, it was well worth the trip. What am I rambling about?? The computer show at the Clarion of course!! Exceptional bargains to be had at most every table.

And when you speak of bargains, your first thought of course, is the C.H.A.O.S. table. Fair feature disk for only a buck, free posters, T-shirts free with a \$5.00 purchase, and much more.

Our tables were in the far back corner, but thousands of loyal Atari fans found us soon after the doors were open, and it was non-stop action for the rest of the day. From the crowds at our tables, it's obvious that Atari still is a force to be dealt with.

I want to take a moment to thank the many people who donated their time, software, and equipment for club use. Without the help of these people our club presentation could never have been the huge success that it was. Enthusiastic support by our club members is what is making our Atari users group one of the best around.

Now to library info. New items continually are being added to our library and a new listing is in the works. I would like to encourage any of you that have a large (or small) amount of public domain software to share it with our library. This will enable us to provide an even larger selection to our members. I would be more than happy to work out a trade with you, just contact me.

Bonus disks were passed out at the last meeting to subscribers of the Disk of the Month. Still never too late to get your subscription and take advantage of a monthly disk with some of the best software available for the 8-bit machines. Only \$50.00 for a yearly subscription of 14 disks (12 + 2 bonus).

You like AMS music? We now have 12 different disks, with more being created. Koala Pics more your speed? There are now 10 disks of those to get you started, along with associated utilities to convert different formats, display, print, or modify .PIC files. AMIS BBS programs for 300/1200 baud modems, FIDOREM BBS, "C" and FORTH programming languages. How about 850 EXPRESS-Version 3.0. Get an 8K buffer with Spartados, multiple phone listings, numerous updates. It's all in your library. Check it out.

Utilities, Demos, Education, and of course Games. Take a GOOD look at your library listing. There is more there than perhaps you are aware of. We are working hard to make this one of the best public domain users group libraries. Take advantage of it. See you at the meeting.



## Telecom

The CHAOS DOWNLOAD

By John Nagy

Not a lot is new at the CHAOS BBS this month, just LOTS of activity.

Right after the COMPUTER SHOW at the CLARION, we got a flood of dozens of new users, up from the "one a day" rate we have had going for a couple years now... I participated on a SYSTEM OPERATOR'S seminar that was the best attended regular seminar. Lots of people wanted to know why, how, and what running a BBS was all about. It was as much fun as last May when we did it the first time.

We did a couple of polls online at CHAOS to determine how many users had "BASIC XL/XE" or "ACTION!" language carts (both from OSS Inc.). If enough people had them, we would start including programs in those languages in our download area.

It turns out that about a third of our callers have BASIC XL or BASIC XE, with almost another 1/3 considering getting one or the other. That's more than enough involvement to start posting programs for this powerful version of BASIC (it is really FAR superior to ATARI BASIC!). Look for them to start popping up listed as "BXL/XE" in the files at CHAOS.

Not nearly as many users have or intend to get ACTION! despite its reputation as "THE" machine language system to use for the ATARI. Only about 15% of our users have it, and not even that many more intend to get it. Sorry, with so few of our users likely to ever be able to use any ACTION! programs, we don't expect to post too many on the board.

Unless we get a HARD DRIVE.... (Leo?)

Til next month, SEE YA IN CHAT!

Call the C.H.A.O.S. BBS  
517-371-1106 24 Hours  
JK 300/1200 BAUD JK





## OCTOBER ST-UTTERINGS by Brian Goluska

The ST special interest group of chaos MEETS THE SECOND SATURDAY of each month. After a very small meeting in September, the October meeting had 22 people attend, although not all own ST's. This led to an odd situation: With a dozen people, it's not too hard to get them to cluster around informally. With a larger group, there was a tendency for people form an "audience", and look for a "speaker". Later in the meeting, most everyone did leave their seats and mingle.

During the meeting, I demonstrated MEAN 18, a golf game that I enjoy. Alan Lane demonstrated PrintMaster, and discussed its pros and cons compared to PrintShop on the 8-bit machines. Mark Smathers showed Silent Service, which is a submarine simulation/game.

Along with the demonstrations, the usual discussion ran along 2 topics: Problems with software or hardware, and problems with sellers of software and hardware. In the software area, someone had a problem with a ramdisk and BASIC running out of memory. It turned out that besides the ramdisk, a whole lot of desk accessories were also resident. So you can't put 200K of ramdisk, 200K of desk accessories, and 220K of BASIC into 512K. The answer here is to choose your desk accessories carefully, and match them to the application you plan to run.

Another ST owner had a problem with VIP Professional, that it would not print multiple pages correctly from page to page. While no one could pin down an exact solution, there was a wide range of suggestions of items to check. Most packages have a variety of parameters that interact when making output. The printer's switch setting must also match (i.e. skip over perf or not). With top margin, bottom margin, header, footer, lines per inch, lines per page, useable lines per page, just to name a few, there are a lot of items to check. My rule of thumb is that when I find a set of parameters that works for a document, I record that set as my test case. Then I always have a known test to go back to if I change printers or try something new.

As business at the meeting, the ST group got a couple of officers: Mark Smathers is the (temporary) librarian, and John Johnson is the CHAOS ST representative. Also discussed was participation in the Lansing October computer show (which is covered elsewhere in this magazine).

Other discussion covered things that had been purchased recently, and which vendors responded well. A friend of an ST owner had cancelled an ST order, because the vendor could not deliver, and bought a Macintosh instead! I'm uncertain in this column how much hearsay I want to pass on about companies easy to buy from and companies that cause problems. Right now, my attitude is to emphasize positive items, not pass on gossip, and not publish names of companies that give bad response. Should I change this? If we wanted to do a report on vendors, we would have to be very rigorous and fair in recording every experience. Let me know your opinion at the next meeting.

Most of the ST owners like the hard cased 3 1/2 inch floppies that the ST uses. If you want to look inside one, hold it on edge, take a small screwdriver, and split the case open. You might have to wrench the metal shutter off also.

Dops, don't do this to a disk that has any data on it. I forgot to say that it's a one-way operation. Or, if you want to see the inside without sacrificing a disk, come to the next ST meeting and we'll pass one around.

In conclusion, I'll pass on a helpful hint that I learned at the meeting. This hint comes from Mark Smathers. It could be called "know your desktop". At the end of the meeting, Mark spent about an hour showing the library, and showing how desktops can be used to advantage.

Simply stated, figure out the routine things you do when you boot your ST, and make the desktop do them automatically. If you always have a ramdisk D, then open A, then change the directory from icons to text, then open First Word, you can simplify this. Open A and put the window where you want it, sized as you prefer. Change to text mode, and the sort that you like. Save your desktop and it will always come up like this! If you want to go further, put First Word in an AUTO folder so it will automatically execute.

ST--and by for future ST-utterings next month.

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### OTHER LANSING AREA COMPUTER CLUBS

CLUB	COMPUTER	CONTACT	PHONE #
Apple LUG	Apple	Gary Martin	394-0115
CCUG	Color Comp	Dale Knepper	626-6917
CMARC	Ama.Radio	Bill Hineman	323-2914
COMP KLUB	Texas Ins.	John Hayes	982-7860
DECUS	DEC	C.M. Watson	483-1111
DRUG	DEC Rainbow	Jeff Weihs	349-6967
Epson Users	Epson	Ted Bozarth	332-3710
LACC	Commodore	Jae Walker	351-7061
LAMALUG	Mac/Lisa	Chas Winters	787-5731
M3G	All	Warren Wolfe	337-7672
UPCO	IBM/Comp.	Skip Osterhus	321-3425







# VIEWPOINT

SHOW vs SHOW vs SHOW  
by Leo Sell

Well, October 19 made the third Computer (or related) show I have attended locally in the last 9 months. This article includes my descriptions and impressions of the Spring Computer Show sponsored by the Michigan Computer Consortium, the Lansing area Ham Fest (touted as a great place for computer related bargains) and the Fall Computer Show, sponsored by Michigan Computer Shows.

There were a lot of similarities between the actual Computer Shows. Not surprising, considering that the substantially the same people organized both shows.

The real contrast was the Ham Fest. It is always highly touted by writers in both Energy and the Lansing State Journal, as an excellent place to pick up computer hardware/software bargains.

## Spring Computer Show

For the most part, the Spring show was quite successful. However, various aspects made it a mixed bag to me. It was successful in that the show made a lot of money for the Consortium and the sponsoring Clubs. It also laid a precedent of high professionalism in location, setting, style and organization. One can only hope that such professionalism will be continued if other individuals put such shows together in the future.

However, I think the success was limited in that the merchants did not do as well as they could have (but well enough to bring them back). I also feel the success was muted by the fact that the organizational work was done primarily by 4 or 5 individuals. The work load was not shared as much as it should have been. In fact, I think that some individuals came very close to burning out.

## Ham Fest

This was my first experience with the Ham Fest that takes place yearly at the South Washington Armory. For the last couple of years, writers in both Energy and the Lansing State Journal have highly recommended the show as THE place to pick up computer bargains.

How did I find it? In short I thought it was overpriced (\$3.00 at the door) and under-bargained! (This of course, is from a

Computerist's point of view. If you were a HAM enthusiast, there was plenty of value for your \$3.00).

Compared to the facilities at the Clarion, the Armory was a real sorry place. Facility aside, I thought the setup and presentation of the Fest was amateurish to a fault. It looked completely non-professional and unpolished. Now that's not all bad, but comparing things like the facilities, admission price and overall presentation, it was a real contrast to the Spring and Fall Computer shows. The Ham Fest is obviously done on a shoestring.

The bargains were difficult to sort out and find, but something else was not...BLATANT SOFTWARE PIRACY!!! For the first time in my experience, I saw Copyrighted software being openly copied and SOLD over the counter. There were lists of "protected" and copyrighted software to choose from. Some was even posted as "broken". All at prices around \$5 or \$6.00. Thankfully, it was all Commodore software. It was eyeopening. It also made me wonder where we Atarians get our reputation, with that kind of blatant cheating and stealing going on by owners of other computers.

## Fall Computer Show

This was the first Commercial Computer Show to come to Lansing. Again, in many ways it was highly successful. To me it was especially successful in that the high degree of professionalism established last Spring was continued in every way.

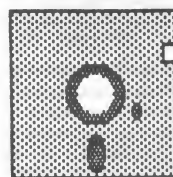
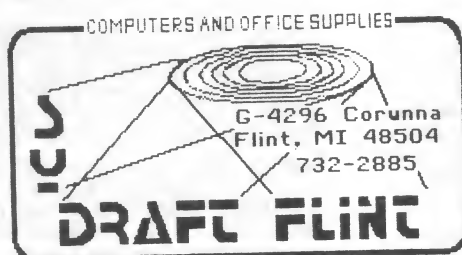
The show was also successful in that there were a lot of great bargains to be had, so attendees were happy. There was also a lot of sales, so the merchants were happy.

On the down side, there were some serious mistakes made by the organizers and those mistakes were capitalized on by a few stubborn and prideful individuals who refused to compromise or bury the hatchet. As a result of their actions and lobbying, the Consortium and the area Clubs had far less involvement and profit opportunity than they could have. What could have been the best of both worlds, a combination of professional management and strong local Computer community support, was pushed aside in order to assuage hurt pride.

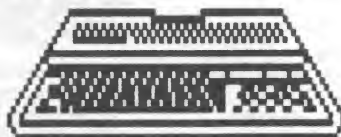
Nonetheless, I feel that the Fall Show was a great success, for the merchants, for the organizers and for CHAOS. I really appreciate the fact that the organizers of both Computer shows chose to do the shows in a professional manner and setting. Had the Spring Show been anything like the Ham Fest, there certainly would not have been any repeats of the show.







WE HAVE INCREASED THE  
AMOUNT OF SOFTWARE  
AND HARDWARE FOR THE  
ATARI ALONG THE LINES  
THAT MANY OF YOU HAVE  
SUGGESTED. WE CAN NOW  
UPGRADE THE 520ST WITH  
TOS INTO ROM. BE SURE  
TO SEE OUR LASER 128.







# GENE/EE ATARI GROUP

serving the Flint area



## VIEWPOINT

## Disk Library

Presidential Mumbblings for November  
by Jim Steele G.A.G.

Well, here we go again with more deathless prose from the G.A.G. editorial pit. This month's report centers on the officer's election at the October meeting.

To make a short story even shorter, there was no election. At least not in the usual sense. The motion was brought from the floor (pretty dirty it was, too!) to keep the present bunch in power for another term, assuming they were willing. The current crew was willing, and probably flattered, so the motion was carried unanimously. (When the Heck did WE start this Robert's rules stuff?)

It was also decided to make the Print Librarian's position a separate post. Nick Klak graciously agreed to shoulder this burden. See him to check out any of our books and magazines. We've also got an Atari 1030 modem in there that you can check out for a month. This is a great way to get a feel for

telecommunications if you're just testing the water. No need to spring for a modem if you don't like going on-line. That's about it for the October minutes, now on to November.

Just another reminder, November is Swap Meet month. Bring out that old junk and swap it for someone else's old junk. Cash will also work. As always we require that software sold be ORIGINAL copies only.

This month marks the beginning of GAG's third year. I think we've accomplished a great deal, but we need to know what you all want from the group. Those of us who've been around Atari for a while sometimes take too much for granted. Don't be afraid to speak up, it's your group too.

till next time, -Jim

|||||

Welcome to Create-an-excuse  
by Jerry Cross

Due to the storms that rolled through Michigan last month, and the overtime I had to work, and also to a lack of programs being uploaded to my usual source, this month's offerings are a bit skimpy.

But there are a few new disks for you to check out. I finally put together a collection of Nicole Hobbs' Koala pictures (before I could lose them again). Nicole is the granddaughter of GAG member Faye Hanners. Many of these pictures were drawn when Nicole was 12 years old. This is a welcome addition to our Koala collection, and maybe more will follow.

There is also another collection of AMS music files, and a PARROT digitized sound demo.

You do not need the PARROT hardware to run these files.

There are also a couple of updates to past GAG disks. If you own TEXTPRO, I have a much more comprehensive set of documentation files. These files take up almost a full side of one disk, and must be put out separately. If you would like a copy, bring 50 cents (to cover the cost of the disk). Future TEXTPRO sales will include both disks until I can figure out a way to put everything on a single disk.

Another update is the EXPRESS 850 ver 3.0. This version now supports Compuserve's Vdtext protocol, CRC x-modem downloading, and has an on-screen text window. This is handy if you use the "CB" features on the network services like Compuserve or Genie. Bring your old disk to swap.

Don't miss the December meeting. I spend the rest of the petty cash fund on some neat door prizes. Atari was cleaning out their warehouse and came across a bunch of old stock that are now collectors items. I have a box full of hats, t-shirts, coffee mugs, beersteins, and more.

Finally, if you have been trying to call my bbs (FACTS), I had to take it down for a while.



The hard drive needed repair, and it wasn't worth the trouble to run the bbs on just RAM power. As of Oct 20 I still have no word on when it will be repaired, but with luck it may be back on-line in November. When it does, watch out! I got to catch up on these other bbs's in town.

That's it for this month. See you all at the meeting.

ST ST ST ST ST ST ST ST ST ST



ST NEWS FOR FLINT  
by Gil Merciez

The GAG ST disk library continues to grow by leaps and bounds. For November there will be 4 new disks available, #23-26. The quality and usefulness of the public domain software seems to be increasing and this month's selections provide good examples.

Those who attended October's general meeting know that I purchased a monochrome monitor. I have put together a disk with two entertainment programs that will only function with the monochrome mode. From Germany comes a delightful puzzle game in which you must assemble a series of around 25 puzzles. Starting out with a close-up view of an eye, use the mouse to fit all the pieces into their proper places. It's a large program that makes good use of the amazing amount of detail possible in the 640 by 400 pixel mode. Particularly amusing is the changing mouse cursor which is in the form of a face. It will change its expression depending on what you're doing.

There is also a pool program on this disk which is easy to play and uses the mouse for aiming a shooting. As an added bonus I have included a text file by Jack Durre that provides complete instructions for increasing the effective screen size of the SM124 monochrome monitor. For some inexplicable reason the factory adjustment of this monitor leaves a huge horizontal border robbing about two inches of potential screen size. The adjustment to the monitor to fill the screen is not difficult if you are not afraid to open the monitor and work near high voltages. This 15 minute procedure will be well worth the effort. If you own a monochrome monitor, you need this disk. As promised last month I have finally located the latest version of ST Writer version

1.50. It is included on a disk together with an arced version of ST Writer 1.07. Version 1.50 has fixed just about all the remaining bugs in this solid word processor as well as added several new features. Outdenting is now possible as well as enhancements to the header and footer feature. The documentation has been rewritten and is clearer than ever. An additional text file has been added so that you can check your printer configuration file to ensure that all of the special printing features are working correctly on your particular printer. I have also included a short 33K print spooler program which greatly eliminates the waiting time while smaller documents are being printed.

ST Writer was originally written by John Feagans of Atari and is similar in most respects to the 8 bit AtariWriter. Although not GEM based it contains more raw power than First Word and is relatively simple to learn. Don't miss this disk.

A general purpose disk contains the programs and documentation for ARC.TTP and utilities. This version of ARC is compatible with both the Amiga and IBM versions. Arcing is the process of compiling and compressing a single or series of files into one easy to manage file. It is perfect for telecommunications as it saves both uploading and downloading time. It is also desirable for maintaining backups of your software collection as it generally reduces disk space by at least 50%. These archived files can be manipulated in a variety of ways and can always be extracted and decompressed for everyday use. Also included is a GEM shell program that allows you to easily pass parameters through the use of the mouse and dialog boxes. Also contained on this general disk are the files that comprise the latest Xanth demo, BALLIT.PRG. This is an impressive graphics display of a ball bouncing on a glass mirror. Impress your friends! There is also a game/demo type program, Nightcrawler that people tell me is similar to Electronic Arts "Worms" that was released for the 8 bits a couple of years ago. This program uses the GEM interface and can have a very hypnotic effect on you as you control from 1 to 4 worms on their colorful adventure. Documentation for this program is included.

Another full disk of Tiny pictures will also be available for your viewing pleasure. Many of these pictures were award winners in the recent ANTIC magazine competition. Some of the pictures on this disk were converted from the Amiga and Macintosh as well as being original ST masterpieces. I will try to have a new disk of pictures available every month.

Don't forget that the November meeting is our semi-annual swap meet. If you have any commercial ST hardware or software that you would like to trade or sell, bring it with you. If you're in the market for software bring your wallet.





GAG ST Library Disks are available to members only at \$4 per disk. All submissions to the library are both welcomed and encouraged. User groups desiring swaps should contact:

Gil Merciez  
5302 Lethbridge  
Grand Blanc, Mi., 48439

The G.A.G. Crew:

Jim Steele  
Gil Merciez  
Matt Howe  
Jerry Cross  
Jim Tuma  
Nick Klak

President  
VP(16) and ST Librarian  
VP(8)  
8 bit disk Librarian  
8 bit disk Librarian  
Print Librarian

Mailing address:

Genesee Atari Group c/o Jim Steele  
4711 Drummond Square, Flint, MI 48504

Next Meetings:

November 12 '86: 6:30 pm (swap meet)  
November 22 '86: 9:30 am (Saturday session)  
December 10 '86: 6:30 pm (Merry Christmas!)  
January 14 '87: 6:30 pm (Can't plan this far ahead!)  
January 24 '87: 9:30 am (Saturday session)

Genesee Atari Group meets on the second Wednesday of the month at the Neithercut school, 2010 Crestbrook Dr., Flint, MI. Meetings start at 6:30 pm. We also have a Saturday morning session for the second-shifters. This group meets at 9:30 am on the fourth Saturday of the month (During the school year only). Come on out and say G'day!

G.A.G. Membership dues are \$10 per year. This entitles you to our newsletter, currently included in this publication, and access to our software and print libraries. If joining by mail, checks should be written to Jim Steele.

<Thank you for your support>

# Authorized Atari Service Center For all 8-bit and ST Computers



## Computer Swap 'N Shop



## National Computer Clinic, INC.

G3514 S. Saginaw St.      Burton, MI. 48529  
phone 313-742-7100





# Computer Consignments

looking for that special  
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Atari folks get their Programs  
at CC'S

Atari Planetarium	24.50
Atariwriter Plus	35.00
Printshop	31.47
Printshop Companion	29.97
Chessmaster 2000	28.00

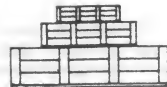
30% off list on most special ordered software  
makes it possible to get most any program at  
a price you can afford!

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5501 south cedar  
(just south of k mart on the opposite  
side of the road)







# CASCADES ATARI COMPUTER ENTHUSIASTS

JACKSON AND SOUTH CENTRAL MICHIGAN

Cascades Atari Computer Enthusiasts

FROM THE PRES

by Wolfgang Mueller

C.A.C.E. is the Atari Club in and around the Jackson county area. The main purpose of the club is to help inform new users, and to promote the use of the Atari Computer in the community.

The main topic of discussion in this months newsletter should be that the meeting day has been changed, with the consent to the membership, the meetings will be held on the second sunday of each month.

## OFFICERS:

President	Wolfgang Mueller	789-8917
Vice-President	Bob Kingsbury	789-6642
Secretary	Rick Sullivan	783-6652
Treasurer	Scott Boland	784-9246
Member at Large	Joe Garner	787-1873

With the upcoming elections this could very well be my last article as the CACE President. I hope everyone will attend the next meeting to vote for their favorite officers.

After our elections, we will be having some software demonstrations. Our current Vice President, Bob Kingsbury, would like to demonstrate a few programs for the membership, namely; Heartware, Partyware, and Cardware.

Anyone wishing to demo original software, please feel free to contact myself, or any officer, prior to the meeting.

I would like to mention the computer fair we plan on having in February. To date I show a need for twelve complete computer systems to be demonstrating hardware and software. I'm sure this subject will be discussed, and volunteers solicited.

Thank You and see you at the meeting.

## MEMBERSHIP:

The current membership dues are \$10.00 per year, and are payable at any of the C.A.C.E. monthly meetings, or by mail to the P.O.BOX.

Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter.

## CORRESPONDENCE:

Any written communications with C.A.C.E. should be sent to:

C.A.C.E.  
P.O. BOX 6161  
Jackson, Mich. 49204

## MEETINGS:

Our meetings are held on the second sunday of the month, from 1:00 PM to approx. 4:00 PM.

The meetings take place at the Boos Recreation Center, Loomis Park, 210 Gilbert St., Jackson Mi.

## TREASURER'S REPORT by Scott Boland

Well, another month has rolled around and it's time for me to write another treasury report. As of October 18 the treasury contained \$263.04 in the bank account and \$27.00 in petty cash.



By the time you read this newsletter you will have already been informed of the change in the club meeting date. All the officers felt that in order to receive the newsletter before the meeting, we had to move the date to the 2nd Sunday of the month. I hope this doesn't cause to many problems, but it was necessary.

I would like to welcome Robert Trowbridge to the club. He joined at the September meeting. I am in the process of firming up a February date with Westwood Mall for our computer faire. If anyone has suggestions or would like to volunteer to help out by donating time or equipment, please contact any of the officers. All volunteers will be greatly appreciated.

Just a reminder to all club members. The first of the club dues expire in November. Please check the expiration date of your dues. You can find your expiration date on the mailing label of your copy of the Mid Michigan Atari Magazine. Dues may be paid by cash or by check made out to Cascades Atari Computer Enthusiasts. Thank you.

## Disk Library

LIBRARY

by Bob Kingsbury

As the new club librarian I have made some additions to the club library. Since most of you have seen it last the library has grown. I have gone thru my personal collection and have added 20 more double sided full disks. I still have more to add and will as time will allow. Most of these programs are from BBS systems from all over the U.S.A. that I call from time to time. I hope you find them useful and or fun to use. If you have any new programs that you would like to share with the club please bring them to the next meeting. At the meeting I will have an updated list to look thru. While there check out the 3 double sided disk picture files or the 2 disks of Printshop Icons.

Come early so we can get started on copying your disk needs.

JK JK JK JK JK JK JK JK JK JK

Answers to the C.A.C.E. puzzler.

COMPUTER, DISK, PROGRAMS, SOFTWARE, WORD  
PROCESSOR, BASIC, KEYBOARD, MODEM, INTERFACE,  
SCROLLING

## Just Starting

In lieu of the lack of articles submitted by the membership, I intend to submit a short puzzler for your enjoyment each month. Hopefully, they will be in different forms, and of varying difficulties.

We will always be more than happy to print any articles, or brainwork, you wish to submit.

The puzzler for this month is a word scramble.

Have Fun,  
Millie

TREOPUCM

KISD

BROMFARG

TRAFSWOE

DROW ROBCPORES

ISCAB

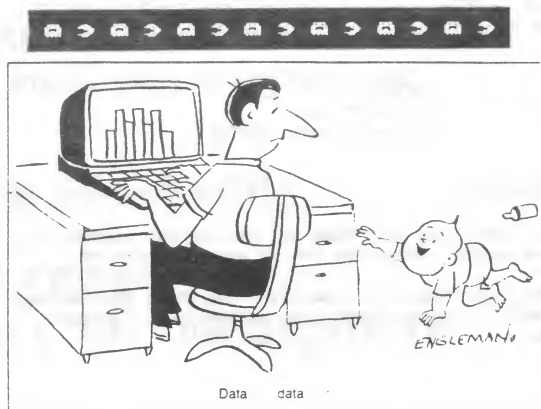
REABKOY

EMMOD

FRAITCEEN

CRIOLNGLS

Answer elsewhere on this page.



Data data





# TRI-CITY ATARI GROUP

**T.A.G. - SAGINAW, BAY CITY, MIDLAND**

## TRI-CITY ATARI USERS GROUP MEETINGS

The TRI-CITY ATARI USERS GROUP (TAG) meets the second saturday of every month at the Rudy Zauel Memorial Library on the corner of Shattuck and Center in Saginaw Michigan. Meeting time is 2:00 pm. This month's meeting will be on November 8th.

### \*\*\* MICHTRON DEMO'S SOFTWARE AT TAG!! \*\*\*

This month's meeting features Michtron, an ST software developer out of Pontiac Michigan! Michtron has been the most prolific in terms of numbers, while their quality has certainly not been lacking. Michtron will be demoing both monochrome and color programs and will have packages for sale. ALL members from ALL clubs are welcome!!

### \*\*\* DIRECTIONS TO THE MEETING \*\*\*

If you're going SOUTH on I-75: Get off at the I-675 exit, then get off I-675 at the Tittabawassee Rd. exit and go West 3 miles, turn South at Center Rd. and go 2 miles. This puts you at the intersection of Center and Shattuck. You're here! You can see a Fire Station, a Police Station and the Library.

If you're going NORTH on I-75: Get off at the I-675 exit, then get off at the Davenport (also called 58) exit and go 3 miles West, turn North at Center Rd. (there's a McDonalds at the corner) and go 1 mile. This puts you at the right intersection (see above). Let's have a big turn out for Michtron!!!

## OFFICERS

President.....LeRoy Valley (517) 686-6796  
Sec/Treasurer.Marty Schmidt(517) 792-6029  
Editor.....Char Davis (517) 686-4170  
Disk Librarian.Al Jennings (517) 790-1980

## A LETTER FROM THE PRESIDENT by LeRoy Valley

Well, it seems like we've made it big time! From a mere 3-4 page newsletter to a magazine which covers all of Michigan. Now members have access to a variety of user group info and a considerable increase in reading material. Not only do I feel that we have much to gain from being a part of the Mid-Michigan Atari Magazine, but I feel that we have much to offer.

Our club supports the 8-bits as well as the ST's, and we have demos for both machines at every meeting. We have a Public Domain Library for both machines and are more than willing to trade disks with other clubs. If you're interested, contact our Disk Librarian. Monthly columns include ST Notes, Piece's Of Eight, and The Disk Doctor.

At our last meeting I announced that due to an increase in my work schedule I would be forced to drop the Piece's Of Eight column. I heard quite a bit of grumbling about 'no support for the 8-bits' and other comments in the same vein. The fact is that I write most of the newsletter now, including ST Notes and Piece's Of Eight! If you're worried about support for the 8-bit, please write a column. I'll be more than happy to print it. I don't own an 8-bit, so it's quite a bit of work for me to come up with material for the column. If you have an interesting piece of software or hardware, tell us about it in writing. I'm also willing to edit it for you. The only requirement is that you do the article on a word processor, so that I don't have to retype it. This is a CLUB and we need input if we are to survive.

## MINUTES FROM LAST MEETING

FREE \* FREE \* FREE \* The October meeting featured demo's of some of our Public Domain software and an opportunity to get a copy of it. Many people took advantage of this offer, and both 5 1/4" and 3 1/2" were kept very busy.





The meeting opened with the 8-bit demo's and Al Jennings had quite a few of them. The PD software demoed was excellent software. One of the programs demoed was Dash, a Boulderdash type construction set game. It is written in basic and requires an entire disk. Dash plays much like Boulderdash and you can save your creations to a disk. The next demo was the Amis music program and a graphics program called the Icon Shop. This is a program that uses MacPaint style icons to create print shop icons. With this program you can use either a joystick, koalapad or a mouse. Also on the disk are several utilities for use on the Icon Shop and a scrunched file (a "scrunched file" is a file that has been compressed to use less disk space. The file must be uncompressed before it can be used) of print shop icons with an unscruncher program.

ST programs demoed included Megaroids, PicSwitch, FDI, and Disktop. Lance Middleton demoed Megaroids, a clone of the arcade classic Asteroids. The graphics are very well done and game play gets very fast as the game progresses. This program was written in MegaMax C, and the source code is available. (Anybody know of a joystick version of this game? Using the keyboard is a pain!).

Dan Barrowman followed with a demo of PicSwitch, a graphics utility that allows you to convert pictures between any resolution on the ST (low to high, low to medium, high to medium, etc.). In addition the program also converts Neochrome to Degas and vice versa, AND will convert any Amiga or Macintosh picture to NeoChrome or Degas. This is one program well worth having!

The final demo was of two disk indexing programs, FDI (Floppy Disk Indexer) and Disktop. These two programs represent opposite ends of the spectrum, but both do a decent job of cataloging your disks. Disktop is a GEM based program that stores a minimal amount of data about your disks. The only data stored is disk name and file names. You can search for an individual file, or a disk, and search time is quick. FDI, on the other hand, is TOS based and stores the disk name, file names, a three line description of each file, creation date, and the file size. It can search on multiple fields, and individual files can be deleted or added. The time required to index a disk is substantial and the program runs slowly, but on a hard drive these problems are nonexistent.

The meeting ended with a general copy session and many people picked up some good software. It's funny how you don't want any of the PD software until you actually see it running!

⌘ ⌘ ⌘ ⌘ ⌘ ⌘ ⌘ ⌘ ⌘ ⌘

Equipment Brigade Volunteers for the month of November are as follows:

Dan Barrowman.....ST keyboard  
Frank Serresseque...Two SF314 disk drives  
Lance Middleton.....Color Monitor  
Paul Bork.....Monochrome Monitor

A big THANK YOU to all who donate equipment for the club to use!!

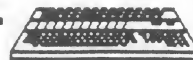
## Disk Library

THE DISK DOCTOR  
by Al Jennings

Since this is TAG's first newsletter with the Mid-Michigan Atari Magazine, I guess I'll start by telling something about myself & our library. About 4 years ago I bought an Atari 2600. I had it 1 day before I took it back to the store and picked up an Atari 400 with cassette. That lasted about a year until I got an 800XL & a disk drive.

When T.A.G. was first started I was one of the charter members. I became Disk Librarian last June when I was voted into office. Since June I have more than doubled our library. I have worked hard at downloading various programs from bulletin boards and trading with other clubs. If any other clubs would like to talk about swapping disks, my phone number is 517-790-1980. I have added two more print shop icons disks to the library which makes a total of 5 so far. I am trying to find more as they prove to be very popular with the club members. For the future I'm trying to make up a better catalog of our programs, but with the work to be done as librarian this is proving to be slow going. I am also getting together a special disk of Christmas music and Christmas programs which will be nice for the coming holidays.

## ST



ST NOTES  
by LeRoy Valley

Since this is my first column for the Mid-Michigan Atari Magazine, let me introduce myself. I'm LeRoy Valley (I know, it's printed just above here!) and I'm the president of TAG. I've been through a 400, 800, 800XL, 130XE, and finally I've got an ST. I generally try to review software and hardware in this column, and also try to uncover any savory (or unsavory) rumours concerning the ST. Now that that's out



of the way, let's get down to some meaty subjects and start off with some general information and rumours:

**CASIO CZ-101 Problems?** I just got a Casio CZ-101 to play with and I seemed to be having problems with it. If the unit was turned on before turning on my ST, my ST would lock up during boot up. Also, when recording, my keyboard would lock up for no apparent reason. Assuming that the ST was not working properly, I tried the CZ-101 on another ST and got the same results. After talking to Casio, I learned that early CZ-101's had a bad set of ROM's that caused all sorts of unpredictable problems when the synthesizer was used with MIDI equipment. These ROM's will be replaced free of charge by Casio, regardless of whether or not the unit is under warranty. Just give Casio a call and ask for Jerry Kavorski.

**Just buy STARGLIDER and it won't run?** It's probably not a bad disk, it's your computer. Starglider appears to be an excellent game, but I can't really tell because the game doesn't run on my machine. It runs on 4 other ST's that I tried, but bombs out every time I try it. Firebird software told me that this program uses every chip in the ST extensively and internal timing is critical. If your ST is slightly out of spec, the program might not run. Appears to me that this program is the ultimate diagnostic tool. So off to the repair shop with my ST...

**BLITTER CHIPS** are finished and ready for shipping! You should be able to obtain them in about a month. Atari is saying that the blitter chip option must be dealer installed, as the chip is piggy-backed on the MC-68000. With the price of the blitter chip targeted around \$80 the final cost will probably be about \$125-\$150 after installation. The blitter chip does not give you extra colors, more bit planes, etc. The only advantage is speed (about 16 times that of the current ST). Current software will not run faster on the blitter chip, UNLESS it was specifically written to take advantage of the blitter chip. Along with the blitter chip you get a new set of TOS chips that have been debugged and now support booting off of a hard drive (HOORAY!!!).

Enough in the rumours department, lets get down to this month's review. I just purchased Megafont ST and it is great! I owned the 8-bit version way back when and when I saw it available for the ST, I just had to have it. Many improvements have been made to the original 8-bit version - the addition of GEM support, the ability to handle DEGAS fonts, a built in font editor, a graphics dump program, and the ability to handle Typesetter icons. The program is not copy protected and I am currently running it on my hard drive.

The main feature of the program is to dump text files out to your printer in customized fonts. Included are 20 8x8 fonts and 16 8x16 (DEGAS) fonts. Some samples of the fonts are Archaic, Computer, Cursive, Olde English, and Zebra. Megafont ST supports the following printers: SMMB04, NEC, Prowriter, Epson and compatibles. I used the program with a Panasonic KXP-1091 and it worked very well.

Megafont ST is supposed to be compatible with 1st Word files, but when I tried to dump a 1st Word file, all of the control codes were printed out along with the document. After contacting XLent Software, I sent in my version 1.00 disk for an update. They said that they were aware of the problem and that it was already fixed. Using 1st word, you can print multiple font styles through Megafont ST. (Example, you can use Archaic and print one word in Olde English in middle of a sentence) This feature is superb and works as advertised.

When the program is fired up, you have a selection of items presented to you at the top of the screen: Font Type, File Type, Print Mode, Options, Print Text, and Graphics. Pointing to Font Type drops down a menu where you select 8x8 or 8x16 font and specify the exact font to be used. File Type gives you a selection of As Is, ASCII (As Is), ASCII (Strip), 1st Word, and Wordstar. As Is prints the file exactly as saved including control characters. ASCII (AS IS) prints all characters with ASCII values ranging from 0 to 255, while (STRIP) prints ASCII values from 0 to 127. If the ASCII value is greater than 127, then the eight bit is stripped off. In this mode, you can use multiple fonts in your file. 1st Word, obviously, prints out a 1st word file, while Wordstar allows you to print out Wordstar files created on your MS-DOS system. Both of these options support multiple fonts.

Print Mode allows you to print the selected font in any of four sizes: small, medium, large, and extra large. The Options menu gives you the ability to set the left and right margins, line spacing (a solution for word processors that only support single line spacing!), enable bold face printing, and turn paging on or off.

The Graphics menu allows you to load up DEGAS files, Typesetter ST and Rubberstamp ST files. You can enable boldface printing and inverse printing (negative printing).

The Font Editor is complete and allows you to view the character as it is produced. You are presented with an 8x8 grid to generate the character in and at the bottom of the screen is a box containing all of the current characters available from the keyboard. You select a character such as A and whatever is generated will be printed every time the program sees an A.



Another nice touch is the ability to download a graphics character set to a printer. Printers currently supported for this function are the Epson FX-80, Panasonic 1092 (the 1091 will work if the internal buffer is expanded), modified Prowriter 8510AP & true compatibles. All in all, the program is excellently designed, and works as advertised. The program can be used with virtually any word processor, and allows you a great deal of flexibility. This one is a must for any ST owner!! Only \$39.95 from XLent Software.



## Review

JOYSTICK JOY!!

By Leo Sell

I have recently had the pleasure of kicking my children off the computer and trying out a new joystick - the Epyx 500XJ. What a great stick. The feel is very tactile and the response is extremely quick. Wanna hear more?

The 500XJ is small and light. It is made to fit your hand like a glove. Unfortunately two hands are almost certainly required and the design makes it difficult for lefties.

I played several games with this joystick. Games that have always frustrated me when my joystick would not respond. No such problem here. This thing is quick. So quick, I was often somewhere and firing before I really meant to be.

Epyx is standing behind the product with a 5 year, 10 million shot warranty on the 500XJ. They are obviously proud of the product. And with good reason.

I can firmly recommend the Epyx 500XJ joystick to all of you out there. It costs only slightly more than a pair of Atari joysticks (and they won't last 90 days).

Well, that's it for this month! See you next month when I can give you a review of StarGlider. Also, about 2 months ago I published a review of the Supra 20MB hard drive which is rather complete. In it I compare the Supra to the Atari. If there's enough interest, I could rerun it in the Mid-Michigan Atari Magazine. Just let me know!

### TAG CLASSIFIEDS:

FOR SALE: 800XL - \$50.00. Contact Dan Barrowman at (517)686-0664

### \*\* 1MB ST UPGRADE \*\*

Want your ST upgraded to 1MB? I do them for \$115.00, work guaranteed. I've already done 28 ST's and haven't lost one yet (cross my fingers). I run a full memory test for 6 hours. Contact LeRoy Valley at (517)686-6796. I will complete the upgrade in 1-2 days.

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## Industry Report

### THE ICD STORY

By Tom Dean - Rockford Register Star  
(Reprinted in ZMAGAZINE 9/86)

A small Rockford (Illinois) business is entering a highly competitive niche of the computer industry dominated by foreign manufacturers. But ICD Inc. says it can succeed in the market for personal-computer accessories.

In its current market, selling Atari computer accessories, ICD's expansionary philosophy has carried it from a single product basement business to a 3,000 square foot site in the Reed-Chatwood building, 1300 Rock Street.

President Tom Harker has been his own boss since 1984, when he quit his job as a field engineer with Rockfords Professional Business Systems, a seller of word processors, to form ICD Inc. with Mike Gustafson, a young self trained computer technician.

ICD's first product, an enhancer for the Atari Disk Drive (the U.S. DOUBLER), was marketed and manufactured in Harker's basement.

ICD's catalog has a line of 11 accessories for Atari computers. The mailing list has grown to 6,000 customers, many of whom are distributors. The company also sells directly to individuals.

To keep up with its growing product line and increasing orders, Harker said, the company in the next three months will add five employees to its staff of six.

While Harker is concerned with the business aspects of the operation, the company's design office is reserved for Gustafson, a soft spoken 22 year old who seems to embrace the "stereotypical whiz kid" label Harker jokingly gives him.

Mike does the programming and hardware end of it, says Harker who calls Gustafson "one of the better programmers in the country."

I've always like working on computers, Gustafson said as he displayed his first computer - a Sym computer board kit that he modified into a full-blown computer while in the eighth grade.

The pair met when Harker began as a distributor

of computer parts. Harker was interested in a disk-drive enhancer Gustafson was selling from his home in Minnesota.

The two went into business with \$10,000 in cash and \$20,000 in debt, says Harker.

"We were organizing and being poor" said Gustafson of their first year in business.

Even when the product began selling, Harker said the two didn't bring home a lot of money. They started making a profit "from day one", once they started shipping their product, he said.

But most of the revenue was channeled back into the business. When you're expanding, Harker said, it's hard to make money.

The two say they're still following that expansionary philosophy. It seems to have paid off. Their most recent product - an interface, or adapter, which allows Atari owners to plug in printers and modems made by other companies - has been ICD's biggest seller.

We can't build enough of them, Gustafson said. ICD displayed the interface at the CES in Chicago last month from a spot in Atari's booth, a perch Gustafson said they earned by establishing a good reputation.

Another marketing tactic they used to introduce the interface was a contest in their catalogs that challenge customers to guess what the new product would be.

Along with generating interest, the contest served as a market-research tool for the company: what customers guessed was often what the customer would like to see on the market, Harker said.

ICD is using the responses as a guide to developing other products. Harker and Gustafson also rely on instinct in product development. You have to know what's going on in the market, Harker said. "We're consumers ourselves - we know what we'd like to see!"

### JIL FEATURE OF THE MONTH JIL

#### ICD CONFERENCE

From COMPUSERVE, edited by John Nagy

ICD Corp was the guest (and subject) of a COMPUSERVE conference in the ATARI 8-bit SIG on Saturday, September 13. The session ran well over 2 hours with most of the conversation revolving around the MID external RAM box (256K to a full MEG plus interfaces and hard drive adaptor!) and the new SPARTADOS cartridge. Here is a compilation of some of the more interesting points.





MIKE and TOM are the reps from ICD and the Chairman of the conference was KEITH LEDBETTER (the author of the EXPRESS! terminal programs). Comments and questions from other participants are not identified here. The order of the responses is not as in the original, and some of the quotes are condensed or filled in to make more sense.

> I've heard that you have plans to release SpartaDOS on a cart. Do you have plans to add new features to the cartridge version?

(ICD-Mike) The cart version of SD is still being written, and will contain many new features: It has a built in database. The command processor is much more complex. It will mimick commands as it performs them (self tutoring). The current version (3.2) has been in a cart for testing for some time now, however the final SD X (as it is called around here) should be released in about 3 mos and shall take about 32K -- 16K for database and 3.2 core and 16K for menu (also containing sophisticated batch file ability... You will have to pretty much see it for your self when it does come out since it will end up being quite a bit different. Not just a rewrite.

(Chmn Keith) ok...(hope you have a flag to turn that "tutoring" off..hehe).

> Is That SpartaDOS "random" access?

(ICD-Mike) SpartaDOS X (cart) handles files up to 16Meg with total random access, it takes a max of 1/10 sec to position to the middle of a file of that size... the sector map scheme has been modified so that a high level mapping scheme is running in parallel... thats why you have such high speeds (pos through 8Meg that fast)... the main reason for this is because the database (large databases) required much positioning/loading (binary fashion) to find a record and a linear position is much to slow... Also insert/delete sectors in the middle of a file is required for database. This is one reason it is taking quite some time in developement... there is major rewrite in many areas.

(Chmn Keith) Mike, going to put the current directory in the prompt? Like:  
D1:DOWNLOAD> ?

(ICD-Mike) Very probable... this is fairly easy stuff and will be finalized in a month or so. The SDX will take about the same amount of memory as does 3.2.

(Chmn Keith) hmmm...same amount of memory even tho it is in a cartridge?

(ICD-Mike) The SDX still has to put much of its contents in RAM because the ROM can not be

activated while running normal carts or programs in the cart area... however, the command processor will be ALL in ROM... this is one of the redeeming features of this set up... the area the old command proc used to take up will be replaced with general expansion of the kernal (or FMS). It will be instant high speed (unlike disk versions) and the DOS is already loaded after just a breif delay for system initialization.

> Will the SDX cart be chainable like the RT8? I foresee a series of one-touch crashes with this stack of carts.

(ICD-Mike) You can stack the RT8, SD X, and then a cart on top, and SD X will be able to turn on or off the cart plugged into it. Our stacking carts are fairly sturdy, but you must take care.

(ICD-Mike) The cart will be \$79.95 and will be available in about 3 months (hopefully).

> I have a number of questions about MIO (as I am sure most of us do):

- 1) will the MIO rob me of my cart. slot on 130xe?...
- 2) will I get a Tech. Ref. Manual with MIO?
- 3) will MIO support Floppies?
- 4) can MIO support the Western Digital Controller?
- 5) is MIO RS232 850 compatable?

(ICD-Tom) 1 -- The 130XE requires a \$19.95 adaptor which adds 2 slots to the bus.

(ICD-Mike) 2 -- Yes, all registers are documented (very complete)

3 -- Yes, just like normal (except you also get to redirect)

4 -- Yes, WDC 1002S-SHD or 1002-SHD or 1002-SAS

(ICD-Tom) The MIO will handle any Hard drive the SASI or SCSI controller will take... for example: you can divide a 40 Meg into 2 16 Megs (lets say D1: and D6:)..

(ICD-Mike) 5 -- Yes (also does not take up internal user memory)

> Is the Ramdisk Battery backed..I've heard both it is and isn't.

(ICD-Tom) The MIO uses a separeate power supply which is the same type as used with 1050 disk drives. There is not a battery back up provision.

> The MIO is still a volatile (RAM) item, unless you leave the power on?

(ICD-Mike) Yes, if your application must NOT risk a crash of the RAM, a Uninterruptable



Power Supply is the way to go. They are expensive, but battery backup is impractical since 1Meg RAM takes a lot of power (relative to CMOS 8K static RAMs)..

> Can the Ram in a 256k MIO be upgraded to say... 1 MEG?

(ICD-Tom) Sure, but it must be done by ICD. The MIO uses special DRAM ICs not normally available and no sockets. Price will be around \$200 to upgrade.

> Will ICD sell a kit for MIO ram upgrade?

(ICD-Tom) Absolutely not! Sorry.

> How do you set the drive number of the MIO hardware or software.

(ICD-Mike) The drive numbers (D1-D8) are set up by the MIO configuration...each drive number can be one of the following:

1. Hard drive (set partition, controller ID, and unit number)
2. RAM drive (set size)
3. Floppy drive (set actual floppy number... i.e. D4: could be floppy unit #1, but no software can tell the difference)
4. Unassigned... in which case it will access the regular ID as it normally would without the MIO

(Chmn Keith) Also, Jerry, I might add that the "config" program is resident. All you have to do is hit SELECT/RESET and up it pops!

> Will software designed for the Newell upgrade or RAMBO XL work on it?

(ICD-Mike) No, the RAM is a "true" RAM disk... just like a floppy, therefore you do not need to "setup" the RAM disk as you did with the RAMBO/NEWELL with the RD type of command.

(Chmn Keith) but, you can STILL do an RD command along with the MIO.. right, Mike?

(ICD-Mike) Sure, the RD is ONLY for internal memory of the computer the MIO is a TOTALLY independent system. It handles its own RAM in a fashion best suited for the disk emulation and printer buffer.

> What's the physical setup for the MIO like?

(ICD-MIKE) The MIO sits behind the computer on a 3-4 inch ribbon cable... this is due to noise level of lines from the computer.

> How about the 80-column adaptor?

(ICD-Mike) The 80 col board will plug into the MIO box and should be out in 2-3 months. It will be compatible at the E: level through the CIO just like the ATARI XEP80 (and ACE80- ED.).

We plan on giving more than ATARI's version (like all our products).

(KEITH) Will the 80 col display be able to be used with custom display lists?

(ICD-MIKE) No, display lists are things for ANTIC and 40 cols ONLY. It takes custom chips for stuff like that and is intended for game type stuff. If you wanted, you can program the video controller for the 80 col and get things like scrolling and setting display beginning pointer.

(Chmn KEITH) (or term program status lines")

> Will the 80 col board be color?

MIKE: It will be at least RGB (the design hasn't been finalized yet... we aren't sure how far to go with it...)

(Chmn KEITH) In closing, I can tell you that that the MIO is a really incredible piece of hardware. I have mine configured for (get ready to drool... hehe) a 128k print buffer and a 895k ramdisk which i BOOT from. It's great!

## Industry Report

### \*\* COMPUSERVE SERVES NOTICE - SORTA

In an emotionally charged article in the October 6 issue of INFOWORLD MAGAZINE, it was reported that a bulletin board system operator was being SUED by COMPUSERVE INFORMATION SERVICES (CIS). It was alleged that the operator was told to close his board and answer in court for MERELY OFFERING PUBLIC DOMAIN PROGRAMS that appeared in the CIS download areas. CIS was claiming a COPYRIGHT on EVERY item of information, text, or program uploaded to them.

This shocking item would have repercussions at most levels in clubs and BBS's across the country- if it were accurate (it was NOT). HOT letters, articles, and editorials screaming about "another CIS blast against the users" erupted from all over Computerdom. Several writers contacted the CIS legal and management departments where they were told by David Kishler, Assistant Manager of Editorial Services, that indeed CIS DID claim a "global copyright" on everything that crossed their wires.

Said Kishler, "We have a copyright that is registered covering all material on our system, and that prohibits redistribution by others... for someone to take a public domain program,





download it from COMPUSERVE, and then upload it to another system-- that is where we have our objections." He continued, "by the very subscription [the user] agrees to that policy." This of course just further fueled the fires.

I contacted Keith Ledbetter, author of many programs in the public domain and also offered on CIS to see what he thought of the fray. He responded immediately, "the position of SIG\*ATARI is that all files in our data libraries are available for use on any BBS system consistent with any restrictions placed on them by the author of the program... SIG\*ATARI totally supports a cooperative relationship between the local Atari BBS system and our SIG. ...Feel free to download and/or upload to our sigs to your hearts desire!"

Finally, the word on just what happened came out directly from one of the persons involved. Neil Shapiro, System Operator of the MICRO

NETWORKED APPLE USERS' GROUP (MAUG), one of the biggest forums within CIS, put it straight.

The author of a COPYRIGHTED program that is offered on CIS with a special noted condition of NO FURTHER REDISTRIBUTION contacted CIS to complain that his program was being distributed by a BBS without permission. Further, the author said that there were many other NON-PUBLIC DOMAIN programs on the same BBS.

Shapiro was asked by CIS to call the BBS to verify, where he found not only the programs in question but also a bulletin from the SysOp offering the collected works of CIS, GENie, Delphi, and other services for anyone who would pay him \$25 rather than join any of the pay services. The SysOp went further and left messages on other systems offering his commercial redistribution service.

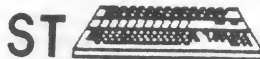
CIS's lawyers sent the SysOp a letter pointing out that he was violating some copyrights of the non-public domain materials he was offering. They also advised him that his commercial redistribution of commercial compilations was in violation of CIS's "global copyright", that is, their rights to the value of their service as a set of "collected works". CIS did NOT tell the SysOp to take down his board, nor did they take any legal action. That part was apparently added by the SysOp to spice up the story.

When all the dust settled, CIS seems to have done exactly as they should have. INFOWORLD, on the other hand, MAY look forward to some heat from the BIG "C" for reporting an unresearched piece that certainly will cost CIS some image points nationwide, despite the "REAL FACTS".

Once anything like this gets started,

particularly when it is about a group that is doing well and making money, no amount of explanation can undo the harm and attitude readjustment that has already occurred. Why do people want to believe the worst? On various message bases both around town and nationally, a distinct disappointment (and considerable disbelief of the explanation) has been expressed over and over. One sums up the tone of most: "Gee, I was all set to hate CIS, and now I guess I have to find some other reason..."

I am sure, with that attitude, that the writer of that line WILL find SOME reason to hate CIS. Another one bites the dust.



ST CORNER  
By Gil Merciez

I don't get into Lansing all that much, but when I do I usually stop at Pro Video (which moved and changed its name to Central Park Computers) and Castle Communications just to see what sort of ST software Mid Michigan has to offer. My latest visit was a big disappointment.

Castle Communications was closed at 12:30 pm when it was supposed to open at noon. Central Park Computers had a meager display of 20-30 items, the overwhelming majority being games. To further raise my ire, the selection of Amiga software was twice that of the ST's. This leads me to believe that this dealer's support for the Amiga is stronger than for the ST's. His sales must justify it; or is it the higher profit margins on the Amiga hardware? This lack of software support drives many owners to the mail order houses. While most retail stores will special order programs, why bother when you can order mail order at usually a much better price.

Most of the crazies who don't care about the current availability of software have bought either the ST or Amiga depending on their preferences. The snob, lemming, and yuppie classes have stuck with the Mac, Apple II's, and the IBM. Most computer shoppers are looking at how much software is available for a machine. If they can't readily see it, they will head to another machine.

Walk into any Toys R Us and gaze behind the glass case at the 520 ST. A small sign announces the availability of a COMPLETE selection of ST software in the next aisle. The last time I counted, I believe they stocked between 12 and 15 titles. Would you buy a computer that's been on the market for well over a year and had a COMPLETE selection of 12-15 titles?



The latest Amiga World lists 370 commercial software releases that are either supposed to be shipping or are RSN (real soon now) vaporware. A comparable ST list is now approaching 700 titles. Reliable(?) sales estimates of the Amiga range from around 100 to 150 thousand with most of those sales in the U.S. while ST sales have been estimated between 200 and 260 thousand with approximately 60% overseas. It seems that U.S. sales are roughly equivalent. Neither machine has taken the world by storm, yet the press has branded the ST a success, while the Amiga sales have been regarded as disappointing. Much of this comes from the prior expectations of how the two machines would be accepted by the consumer.

Most observers were skeptical of Atari even shipping the ST let alone selling it in mass quantities. The Amiga was initially hyped as God's gift to the computer industry. And now along comes the Apple //gs.

#### SAVE THE DINOSAUR

The Apple //gs is an interesting attempt at keeping an outdated and thoroughly out-classed cash cow from being trampled by the new generation of computers. Using the 65816 chip which retains compatibility with the 6502, Apple has managed to update their II series to give the perceived impression that it can now compete with the sexier machines. To a large degree, Apple will be very successful.

The Apple //gs in 16 bit mode offers the same resolution as the ST (16 colors in 320 X 200 bit mode and 4 colors in 640 X 200 bit mode) with the same 4096 color palette as the Amiga. It's sound chip from the Mirage Ensoniq synthesizer is the most sophisticated ever put in a personal computer and is supposed to be comparable to the fabled Amy chip from Atari. In 8 bit mode it can run upwards of 90% of the thousands of Apple II commercial program.

There are two kickers to this, however. The most apparent is the outrageous price for this wonder, \$1,800-2,000. The other kicker is the speed of the machine. According to those who have played with the //gs for the past couple of months, it runs at a snail's pace next to the 68000 machines. While the static graphics (ie pictures) are impressive, the //gs lacks the processor speed or custom chip support for any sort of useful animation. The disk drive speeds are also reportedly fairly slow. Using the color monitor that comes with the system, the 80 column text output has washed out appearance with artifacting of the text evident.

A stroke of genius on Apple's part is the \$499 board that enables the estimated 1.5 million //e owners to upgrade to the //gs. Apple will do very well with the //gs and will continue to earn millions off of the aged dinosaur. I would like to be wrong, but I estimate that by next

year at this time the //gs will have outstripped the combined sales of the Amiga and the ST since their introduction.

The only clear advantage of the //gs lies in its sound capabilities. A \$299 (or less) Casio CZ101 eliminates that advantage, however, and you still have an extra \$700-1,000 to blow on software, a hard drive, etc. I'll stick with the ST.

## EIGHT IS ENOUGH

Computer Games for Gamers - Atari 800  
by Brian Goluska

At the last regular Atari meeting someone was discussing a game that they didn't like. They said that the play system (action of stick-hand-human-game) was poor.

"How does it compare to OPERATION WHIRLWIND?" I asked.

"Huh?" they said. And I realized that people are missing out on enjoyable software, just because the software was popular before they got their computers.

So this month and next, I'm going to describe some computer games, and give them my personal rating. I hope that it might help some Atari owners, especially gamers, to find games that they may otherwise have overlooked.

First, I have to describe the GGRS (Goluska's Game Rating System): All games are rated in comparison to 3 games of bowling, 1 1/2 hours at the bowling alley. If you bowl for an hour and a half, it costs about \$5. Therefore a \$40 game must be worth 8 trips to the bowling alley (3 games each) to break even. However, if 2 people play, it only takes 4 trips to the bowling alley (4 times 1 1/2 = 6 hours) to break even.

Some non-gamers may have a problem understanding the GGRS, because they have a mental set that says computer games are expensive. They think that \$40 for a game is high. Yet they will bowl or golf for a much higher dollar per hour rate. Of course, since I'll describe games that were released during different time periods, the sticker price is not material (Miner 2049er has been priced as low as \$5). Some of the titles I like best may not be currently available.

All of the comments below represent my personal opinion.





OPERATION WHIRLWIND - 40 hours. GGRS = 25 trips to the bowling alley.

This is for the experienced gamer, not a novice. Scenario is a 2 battalion tactical panzer assault. Not an arcade game, but joystick controlled with well done visuals and movement system.

EASTERN FRONT - ORIGINAL - GGRS = 80 trips to the bowling alley.

At a club meeting 4 years ago, someone wanted to see Eastern Front. I had it with me, and started to talk about strategy. They stopped me, and said they only wanted to see the seasons change. So I just ended each turn until Fall came, and the screen turned mud colored, and then Winter came, with the rivers freezing white farther and farther south. The onlookers made appreciative noises.

Eastern Front is not recommended for watching seasons change. It is recommended for the semi-serious gamer. If the gamer can understand "attack factor", "defense factor", and "movement factor", Eastern Front is very enjoyable.

MINER 2049er - GGRS = 20 trips to the arcade.

An early arcade style game, very good for its purposes. Any 800 owner with children 4 to 60 should own it. Only available on the Atari - no Commodore or IBM equivalent.

STAR RAIDERS - ?

This is so old, it can't be rated. It was originally worth 20 trips to the bowling alley to me. It actually cost me \$600, because it helped me decide to buy my first Atari 800. Though Star Raiders may now seem old hat, when it first appeared it represented several levels of advance in graphics appearance over any other micro computer programs.

MULE - GGRS = 1 year countryclub membership.

I have not played any computer game more than MULE. It is best on a 4 joystick Atari with 4 players. MULE can have strategy within strategy for those who really want to WIN it. Those of you who subscribed to Energy in the past can read Ralph Fellows' 7 part article on MULE strategy in your back issues. Not as tough to learn to play as Operation Whirlwind or Eastern Front, MULE is more suitable for casual fun.

JUMPMAN - GGRS = 30 trips to the bowling alley.

An arcade game, sort of like Miner except the game SHOOTs AT YOU as you try to solve the puzzles. More screens than Miner (it came out much later). It also allows several players to take turns on each screen. Do not confuse this with the JUMPMAN JUNIOR sequel, which is harder and has less screens (although JJ might be OK for a hard core player who has exhausted JUMPMAN and wants more).

ULTIMA III - GGRS = 80+ trips to the bowling alley.

ULTIMA III could also require a lot more time, if you actually want to finish the game. It is a role playing game where up to 4 "characters" explore, combat, use magic, and develop attributes. A classic. I found it best when several players each create a character, and direct that character's action. Although only one human can run the keyboard at a time, it can work pretty well with one keying for 4 players, taking verbal instructions from the others. This also allows taking turns at the keyboard, and spreading out the hard work. ULTIMA I, II, and IV are not rated.

DEADLINE - GGRS = 20 trips to the bowling alley.

A "text adventure", one of the first to appear to include time and timing as part of the adventure. (If you're walking around outside at 8 a.m. you meet the neighbor, and get information. If you wait until 9 a.m. before you go out you don't meet the neighbor or get the information). In this adventure you're a detective trying to solve a murder.

Semi-rated: All other text adventures. If you play one for a while, you can decide whether or not you want to play more. Some are better than others. I enjoyed PLANETFALL. I thought that some others were too strict - if every action but one kills your character, then you have no choice but to follow the script, and that is boring. To me, the best text adventures allow the illusion of "wandering around" and "free will", along with allowing rational choices to get better results than random choices. But each to their own, try one and see if you like it.

All text adventures have the disadvantage that they are text. You have to decide for yourself just how to scale that against your bowling hours.

Next month I will rate some more "antique software". Atari owners can get a tremendous enjoyment value for their dollar by buying yesterday's software at today's prices.





# Atari Technical

Compiled by John Nagy and Steve Godun

Reports have started coming in about problems with using the XM-301 modem at the same time as using ICD's P:Rt CONNECTION. It seems that unexpected error 138's (timeouts) may be due to insufficient power, as both units are powered by the computer. As the power supplies are the prime weak spot on the XL series in particular, this may become a problem, especially with power-eating memory upgrades. Sadly, the REPAIRABLE power supply models are also the ones with a high enough output that they typically don't need repair. Early 800 supplies are sealed, but have a solder-in fuse inside the black box. It can be replaced easily enough, but your box will never look the same!

I recently pulled "Silent Service" by Micro-Prose Inc. out of my archives for another play, but something was wrong. The game was loading slowly and erratic graphics appeared and disappeared. When the game scenario started, I discovered I had no keyboard input! Stop...re-boot...ditto the second time. Bad disk! I spent \$1.30 on postage and sent my disk, along with \$10.00 to cover the cost of replacement, to the company. At last, the new disk arrived! But wait, I was having the same problem loading and running as with the first disk. The problem must be at my end. So, what was different about my system now than when I last ran the program successfully? There was only one thing. I now had a XM 301 modem in my daisy chain. So, I disconnected the modem. Eureka! The program ran flawlessly. Apparently this program uses illegal commands to that the modem messes up. This is unforgivable. Needless to say, a letter to the company is forthcoming... But beware this XM301 potential for problems!

Some ST owners are having trouble uploading to ATARI BBS's. The problem seems due to the "full implementation" of XMODEM protocol in the ST terminals, while the 8-bit systems use a modified system. To get your ST to begin an upload, try pressing CONTROL/U at the beginning of the transfer. This gives the receiving BBS the signal that you are ready to send. It has solved the problem for many users, but not all.

Early versions of STTALK won't let you get your keypress through. Like XETERM for the 8-bit, it is relegated to uploading only to BBS's that DO NOT use the old "ATARI STANDARD".

If your printer uses a cloth ribbon, especially one that may cost you \$7 per ribbon, then this is for you. Unwind the ribbon on newspaper (if it's in a cartridge, just open the cartridge but DO NOT unwind it) and spray a light, even coat of ink spray on it. Your letters will be as good as new. Be sure to let the ribbon dry overnight, and then rewind it by hand. Ink spray can be purchased at any hobby store and some Radio Shacks. Want an even better, cheaper way? Do the same thing, except use WD-40. The WD-40 will break up the dried ink particles and restore the ribbon to nearly brand new!

There's an easy way to disable the BREAK key so that a BASIC program can't be listed. All you need are two POKES:

POKE 16,64:POKE 53774,247

The problem with this is that whenever you execute a screen command (GRAPHICS 0, OPEN #1,8,0,"S:"), you have to turn BREAK off again. But wait! If you have an XL or XE computer, "POKE 566,158" will turn BREAK off for good, and "POKE 566, 146" will turn it on again.

If you would like to have lines that your programs now print on your screen to go to your printer instead, try this, either inside the program or in immediate mode:

(for 400 + 800 users)  
POKE 838,166:POKE 839,238  
(and to go back to the screen)  
POKE 838,163:POKE 839,246

(for XL + XE users)  
POKE 838,202:POKE 839,254  
(and back...)  
POKE 838,163:POKE 839,242

This is MUCH faster than trying to make all the PRINTS into LPRINTS (and back!!)

Here's another quick and dirty trick- reboot anytime without dropping power from any DOS. Just choose "RUN AT ADDRESS" and give the address E477. WHAMMO. You are instantly rebooting booting a new disk without loss of the ACTUAL CONTENTS of any ramdisk, although you will have to run the ramdisk handler again. Don't use one that formats automatically or your effort is wasted! This is also handy to save wear on the power switch and "cooling time" on XE and upgraded XL machines that normally want to be off for at least 15 seconds.

Did you forget to hold OPTION down when you booted, and now don't want to find a disk with DOS and DUP on it? From BASIC, type:  
OPEN #1,4,0,"D:FILENAME.TXT":X=USR(5576)

Neat and handy!







# Review

**SpartaDOS Construction Set**  
Reviewed by Cecil Alton - WACUG

CURRENT NOTES FEBRUARY, 1986

SpartaDOS (by ICD, Inc.), meaning "power" DOS, is aptly named. Version 2.3 for the Atari XL/XE 8-bit line is the most powerful DOS I have ever used on the Atari and is the most exciting new product I have used since BASIC.

The SpartaDOS Construction Set comes with two disks, version 1.1 and version 2.3, and a well written user's manual. The only criticism I have about the user's manual is that there is no index. This is offset by a detailed Table of Contents. The bound manual has 20 chapters in which good examples abound and 9 appendices, including a glossary and a table of all SpartaDOS command processor (CP) commands.

Version 1.1 of SpartaDOS runs on the Atari 400/800 and requires a minimum of 24K bytes RAM. Version 2.3 runs on the Atari 800XL and 130XE. Version 1.1 does not directly handle Atari DOS 2.0 files at all (except to convert DOS 2.0 files to a SpartaDOS 1.1 format, and vice versa), and for this reason I don't particularly recommend SpartaDOS unless you plan to upgrade to an XL/XE computer.

Version 2.3, however, can read, write, and run Atari DOS 2.0 formatted diskettes in both single and true double density. Version 2.3 also provides lots of other extras - 14 new internal and 16 new external commands, a sophisticated user-friendly DOS command menu, and an additional 4K bytes of program area. It supports up to 8 drives.

Version 2.3 is 11K larger in size than version 1.1 and uses overlays beneath the OS ROMs in the XL/XE computers, so it won't work on 400/800 units. And there are two versions of 2.3. XD23C.DOS which recognizes the STARTUP.BAT batch file when booted and control is given to DOS (rather than the cartridge). XC23C.DOS is the same as XD23B.DOS except that AUTORUN.SYS is recognized when booted and control priority is given to the cartridge and STARTUP.BAT is not supported.

Both SpartaDOS versions support time and date stamping of files and give file sizes in bytes. Unused disk space is given in sectors.

Other advantages offered by this feature-loaded product include an Atari-Logo binary file loader, support for up to 128 files, and Ultra Speed I/O, the latter available if you're using a 1050 drive modified with ICD's US Doubler double-density up-grade. Ultra Speed formatting with US Doubler enhanced drives optimizes the skew so that 3.5 sectors in single density and 3 sectors in double density

can be read in one revolution. Normal double density drives can read only one sector per revolution, so this represents a 3X speed increase in I/O!

**Highlights.** The SpartaDOS user is greeted with the "D1:" prompt upon booting up. Type "CAR" and command is shifted to the BASIC cartridge. Type "DOS" and the "D1:" prompt appears in the flick of an eye. YES! SpartaDOS is RAM resident! The RAM resident portion of SpartaDOS provides immediate access to all internal commands.

**Table 1: Internal Commands**

DIR (show DiRectory path)	ERASE
AINIT (Atari DOS 2.0 INITiate)	LOAD
APPEND	LOCK
BASIC (install or remove BASIC)	PAUSE
BOOT (BOOT a program at startup)	PRINT
CAR (exit from DOS to Cartridge)	PROTECT
CHKDSK (Check DiSk info)	RENAME
COPY	RUN
CREDIR (CREate subDiRectory)	SAVE
CWD (Change Working Directory)	TYPE
DELDIR (DEL empty subDiRectory)	UNLOCK
DIR (DiRectory)	UNPROTECT
DIRS (Short DiRectory)	VERIFY
MEM (display MEMLO and MEMHI)	
XDIV (disable batch processing & the PRINT command)	

**Table 2: External Commands**

AT RS232	boot RS232 handler for ATR8000
CHTD	Change file's Time and Date stamp
CHVOL	Change VOLUME name
DIS BAT	DISable BATCH processing
DUMP	display file in HEX and ATASCII or ASCII format
DUPDSK	DUPLICATE DiSk
FORMAT	format version 1.1 disks
INIT	INITiate version 1.1 disks
KEY	install 32 character KEYboard buffer on non-XL/XE computers
MDUMP	display Memory DUMP
MEMLO	display MEMLO bounds
MENU	see below
OFF LOAD	OFFset file LOAD
PORT	set parameters for RS232 communications
PUTRUN	make command files into 'load and run' files for running under Atari DOS 2.0
RD130	RamDisk 130XE
RDAXLON	RamDisk AXLON
RDBASIC	RamDisk BASIC
RPM	display disk drive RPM
RS232	boot RS232 handler for Atari 850
SET	SET time
SFCOPY	COPY files between SpartaDOS and/or Atari DOS 2.0 formats
TD	display Time and Date with optional R-TIME 8 clock/calendar cartridge
TIME	display time and date at top of screen
TREE	display directory paths
TSET	SET Time and date with R-TIME 8 cartridge
UNERASE	recover deleted files



XCOPY similar to SPCOPY but intended for use with version 2.3.  
 XINIT INITiate version 2.3 diskettes  
 XKEY install 32 character KEYboard buffer on XL/XE computers  
 XTD load time and date with R-TIME 8 cartridge.

Internal commands are those which are directly accessible by the RAM resident command processor. For example, <DIR> (DIRectory) and <ERASE> (file erase). There are 28 internal commands in version 2.3. External commands are SpartaDOS commands which must be loaded from the system disk each time they are used. Examples are <FORMAT> (format disk) and <CHVOL> (CHange VOLUME name). There are 32 external commands. Incredible! A DOS with 60 commands available! To describe each command would require duplicating the user's manual. A list of the internal and external commands, however, will convey a portent of SpartaDOS's power.

You may have noticed something peculiar in some of the filenames. Yes, " " is a legal filename character as well as numbers "0..9". Thus, "4TH.B\_F" is a legal filename.

**RAM Disk** SpartaDOS allows you to set-up a Ramdisk device. <RDBASIC> provides an 8K ramdisk for XL/XE computers usable while internal BASIC is installed. <RD130> sets up a 64K ramdisk on the 130XE (507 sectors). <RDAXLON> is used if you have Axlon's RAMPOWER 128 board installed in your 800. It sets up the board as a 112K ramdisk (only works with version 1.1).

**Batch Files.** Another nice feature supported by SpartaDOS is the batch file. A batch file contains executable DOS instructions (internal and external commands). It can be created with a word processing program or with the Screen Editor using the "COPY" command. The "TYPE" command is used to view the contents of the batch file. A batch file could be used to load an RS232 handler, go to the BASIC cartridge, and then RUN a communications program. When one realizes that there 60 SpartaDOS commands available, the possibilities for creating batch files becomes almost mind boggling. A batch file given the name STARTUP.BAT can be used to initialize things for a particular disk. The keystrokes to create a batch file for setting the time and date on drive 1 looks as follows:

```
COPY E: D:STARTUP.BAT
TIME
SET
<CTRL + J> writes the file to the SpartaDOS disk.
```

To execute a batch file, type a dash (-) and the filename. It is not necessary to type the extension if it is ".BAT".

**Subdirectories.** The ability to create subdirectories is one of SpartaDOS' most important and useful features. Now, files can be grouped by type under a subdirectory. This can be a particularly useful feature since SpartaDOS

allows up to 128 files per diskette, and it can be especially useful for organizing files on a system with a hard disk drive. There need be no more files scrolling off the screen when listing the directory. Using the LOGOMENU function, the OPTION key cycles the directories on the screen.

The create subdirectory command <CREDIR> is used to set up a subdirectory under a specific drive and directory. For example, "CREDIR D2:UTILITY" creates a subdirectory on drive 2 called "UTILITY". The command "CREDIR D2:UTILITY:DISK" sets up a subdirectory "DISK" under the pre-existing subdirectory, "UTILITY". The <CMD> command changes the current (working) directory and the <TREE> command displays all the directory paths found on the diskette or under the specified subdirectory.

**LOGOMENU.** LOGOMENU is used to create a special binary file loader. This is great for binary file games. LOGOMENU can handle up to 16 directories, each with up to 64 files (if you don't run out of disk space first!). Instructions in the user's manual are easy to follow.

**DOS Menu Operation.** This is another of the reasons I like SpartaDOS! The <MENU> command loads a menu utility which provides most of the features of the command processor, but in a menu form. It is capable of single and multiple file functions; e.g., 5 of 10 files on a drive 1 can be flagged for copying to drive 2 in one operation. The multiple file function can be performed with <COPY>, <ERASE>, <PROTECT>, etc. OPTION selects the next bank of commands and SELECT moves the cursor through the bank of commands. Pressing RETURN or START performs the selected function.

**Atari DOS 2.0 Files.** The only problem with SpartaDOS is working with Atari DOS 2.0 files. Version 1.1 only supports copying of Atari DOS 2.0 files. This is done with the SPCOPY command. Version 2.3 can read, write, copy, and execute Atari DOS 2.0 files. Migrating Atari DOS 2.0 files to SpartaDOS disk files can be a tedious process. Every "super" deal has its catch! On the bright side, version 2.3 has all the needed DOS 2.0 handlers required to achieve full functionality for most users. The <AINIT> command is used to write an Atari DOS 2.0 style format. Either the command processor, <XCOPY>, or the <COPY> function of the SpartaDOS menu is used for single or dual drive file transfers between SpartaDOS and/or Atari DOS 2.0 compatible formats (with few restrictions on density and number of tracks). Atari users accustomed to using disk utilities such as DISKEY may also be disappointed since the SpartaDOS format is not compatible with existing disk utilities (disk mapping, directory management and sector linking differs from standard DOS 2.0).

**Summary.** Overall, this is a fine product and I highly recommend it for XL/XE users. SpartaDOS costs about \$30, \$60 with the US Doubler. The increase in I/O speed by 300 percent alone makes this a worthwhile investment for those who own 1050 drives equipped with the US Doubler enhancement.





# COMPUTER MUSIC

MIDITALK

By: Mitchell Wells

Sorry that there was no article from me last month, but in case you haven't heard, I bought an ST. Because I have no way to easily give the editors of this fine magazine an ST file that they can print out, there was a month lag before I could get back with it. But expect some articles and reviews for ST users about current MIDI software and trends, as well as Info for 8 bit users.

Last month I promised that I would tell how cheaply you can set up your own MIDI system. Well, because of some recent developments locally, I won't talk about software and hardware for the 8 bit (yet... but look for some new and exciting software and hardware). But I will tell you about a keyboard that will set you up with an entire band for under \$350.00! And also I'll tell you about the cheapest software for the ST. Unbelievably, it's under \$70.00 (I bought it at Castle Communications for \$62.00).

As for the keyboards: It's the Casio CZ230S, and Elderly Instruments has it for \$325.00. What will it do? Well, check this out: It has 100 preset sounds that are great. These are the same digital sounds that have made CZ101 famous and much used in many small studios. It also works in the same manner as the CZ101 with MIDI: It will play four different sounds simultaneously. By that I mean it will play one voice as bass, one as guitar, one as piano and one as strings if you wish. But more than that, it has an internal programmable drum machine! And the drum sounds are also great because they're PCM digital recordings of real drums! Although the voices are monophonic (when used in the multi-voice MIDI mode), they're rich, full voices produced by a bone-fide synthesizer. And not only are the drums programmable, there are 20 preset rhythms and an intro/fill key which will do short drum solos for you. The manual is relatively easy to understand, and if enough people approach me, I'll be glad to do a demo with this unit. It, of course, has full MIDI implementation.

As for the software, it's HYBRID ARTS EASYTRACK ST. This is a 20 track MIDI recorder that works just like a 20 track tape recorder. It is GEM-based and graphic oriented. The manual is short and easy to understand, and it's the perfect software for beginners who want to record and compose music in real time. For those who want to start using MIDI with their ST, but are not musicians or musically oriented, I suggest ACTIVISION'S MUSIC STUDIO. There's no real-time input of music, but it too is

mouse-based and notes are entered on a musical staff, so you could just go to your local music store, buy your favorite sheet music, and duplicate the music onto the screen. Neither of these programs are very powerful, but they are cheap! And they will more than get you going if you are considering MIDI with your ST. As for the 8 bit users who are thinking about buying the Casio CZ230S and using it with their computer, hopefully next month I'll have some more good news. Till then... mitch



## Telecom

NETWORK SERVICES....GAMES COMPUTERS PLAY  
by Jerry Cross

This is the first of several articles describing the many on-line services available to Atari users. Rather than give a complete description of each service, I will try to highlight what is available to the Atari user, and whatever background info you may be interested in.

This month I will discuss the fairly new on-line service called GAMES COMPUTERS PLAY. Started about 2 years ago, this is a very different type of on-line service.

First, everything you see on the screen is in graphics. No, not the Atascii characters you see on some bbs's, but ships, tanks, playfields, rooms, hallways, and robot drones. All of the graphic information is contained on two double-sided disks. Whenever the system needs to display a room or graphic it will access the drive and load in the data. It would take way too long to transmit this over the modem.

This leaves the host computer to do all of the player graphics and update any screen data. Not only do you see your own robot, but also the robots of each user currently on the network. For example, if you are in the post office there could also be another user there. You can stop and chat with him, or simply go on to your mailbox.

GCP has most of the features you see on the other network services, including a simple to use E-mail system, a rapidly growing public domain library (with extremely easy up/down menu's) and best of all, GAMES!

There are currently 3 games available.

### LORDS OF SPACE

This is a multi-player space exploration, expansion and conquest game. It is a continuing game where you may come and go as you please. It is not played in one sitting; instead you may



enter the game at any time, play for as long as you like, leave and then come back later.

While you are gone, the planets you have fortified will defend themselves against other players, produce the raw materials and finished goods that you have assigned to them. When you return, your empire will still be there. It may have grown or shrunk, depending on how long you have been gone, but you do not need to begin again.

The LOS galaxy is divided into sectors. There are over 10,000 sectors available to explore. Each sector contains up to 8 systems, and each system contains up to 5 planets. So, as you can see, there is more than enough planets to go around.

When you first join the game you find yourself in the Empire Space station. The space station contains a general store to purchase materials, a bank, spaceship dealer, and the usual data-bases and post office.

You start out with a small Mark I space ship, and the Lord Master of Empire loans you 10,000 Stellars (the local currency) which you must pay back. To do this, you must begin to earn some money. So, you hop in your spaceship and begin searching the galaxy for planets to colonize. Each planet is given a rating for it's ore, oil, and energy content. The higher the rating, the more ore it contains, and the faster you can mine it.

Remember, this game is played in real time. It will take about 1 week for your planet to produce enough material to purchase anything.

Once you have found 4 or 5 planets to develop, you place some mines and planet defenses on the planet, and then log off. After 1 week, you return to collect your ore, take it back to the space station, and sell it. You then use that money to buy more mines, develop more planets, sell the ore, buy more mines.....and on and on..

Eventually you will earn enough money to purchase a bigger ship, and then you can purchase your own factories. Place these factories on a planet with a good energy rating, and you are no longer dependant on the space station for your material. Your factories can produce anything from fuel, to engines. This can come in handy in the future when you improve your ship.

Meanwhile, while all this is happening, other players are searching out your brand new planets, just waiting to blast them to space dust, or raid your planet and steal your ore. As a new player, you are given a 30 day grace period. This prevents other players from attacking your planets until you can get them developed. Eventually you will be able to pay

off your loans, and maybe even buy your own space station!

In time you will be able to purchase a bigger ship. You can then begin attacking other planets or ships. The computer will figure out the damage depending on the firepower of your ship and the defenses of the planet you are attacking. It's possible to try attacking a planet, only to find your ship blown away! So be carefull who you pick fights with.

As you can see, this games is mostly strategy. You must plan your moves well in advance, and keep records of your progress. This is just like running a small business. If your factory planets run out of materials (ore or oil) they will shut down. You must keep track of their inventory. You must also defend your planets, and search for more planets when the resources of your older planets runs out.

There are also outside forces working against you. Currently, there is a big war going on between the USA (United Ship Alliance) and WASP (Warriors And Space Pirates). I found myself caught in the middle of this battle and lost a lot of planets.

For more information about GCP, or to find out how to sign up, check last month's MID-MICHIGAN ATARI MAGAZINE or ask on of your club officers.

#### CYBERWORLD

This is a combination tank/ship battle game. It is a multi-player game, and can have several players fighting at the same time. You must build your own tank using several different parts, such as lasers, missiles, hull armor, engines and so on. Each component will cost a certain amount of money, and each takes up space. You must mix and match the different parts so they do not break your bankbook, and will fit in the tank itself.

The playfield is about three by two screens long, and there is plenty of room to move around. The object is to destroy as many opponants as you can, thus increasing your rank. This is not a text game, but an arcade type game. You will need fast reflexes to succeed.

#### BIOWAR

BioWar is an abstract game of cell growth, loosely based on Conway's Game of Life which appeared in Scientific American. Each player attempts to continue the growth of his cells, while trying to kill off the opposing players' cells.

BioWar can be played as a multi-player game with 2 to 6 players, or a single person can play by himself to get practice with the growth patterns of the cells.



This game hasn't quite caught on with GCP players. It's a fast thinking game, and you must be quick to place your cells correctly for the best advantage. Since I haven't been able to get any GCP players to play me, I can't really say how well the game is.

**OTHER STUFF:** Changes are always being made on GCP. Some new rules (still not finalized at press time) were being written to make the games more friendly.

GCP also plans to expand their system to include the ATARI ST users. This will be ready before Christmas.

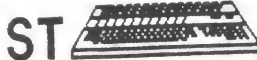
And who knows, maybe if there is enough interest it could expand to other systems. But for now, there are no plans to expand beyond the ST computers.

**SIGNUP:** There are several ways to sign up for GCP. You can call them at (717)848-2660 (voice) and sign up over the phone. You will then be issued a password and sent your disks and manuals.

If you are in a hurry, and if you have a friend who is already a member, you can sign up on-line. Your friend supplies you with the game disks (you can make copies legally), and your password will be mailed out the next day.

If you are a member of a user group, GCP has a discount plan available. See your club officers for details.

The cost for sign-up is \$30. You are given 3 hours of free time valued at \$18. The on-line charges are \$6 per hour (300 and 1200 baud), and you must have access to Tymnet (no surcharges). The system is available from 6:00pm EST to 5:00am EST, and all day Saturday and Sunday (and major holidays).



## ST SOFTWARE SNIPPETS By Gil Merciez

The last month or so has seen veritable barrage of new ST releases both in productivity and entertainment software.

Origin Systems has released the ST version of Ultima III (\$60). Many complained about the appearance of the graphics in Sierra's translation of Ultima II particularly the large expanses of white background. While Ultima II was translated to take advantage of the GEM interface, Origin stuck with a relatively straight translation of Ultima III, an enormous role playing strategy game.

The graphics have been somewhat enhanced to take advantage of the additional colors and resolution of the ST. The mouse can be used to guide your party which can speed up travelling time. Overall the feeling of gameplay is very similar to the other versions of Ultima III and I can give the ST adaptation of this classic high marks.

One undocumented and pleasantly surprising feature of the game is that the musical score is sent through the MIDI port so that if you have a synthesizer, you can customize and enjoy a greatly enhanced sound score. As is the rule with most games, the program is copy protected.

As mentioned last month, I've been playing around a bit with Regent Base (Regent Software \$99). At the current time, I feel that this relational database program is promising but is not yet fully polished. The documentation that comes with the program leaves much to be desired. A tutorial is sorely needed to help the beginner construct a data base. I have heard that a tutorial type manual is now being written but I am not sure of how it will be distributed.

Implementation of the procedural file is dreadfully slow. Field length is too limited to be of much use in many situations. This problem can be worked around, but is not worth the effort. Regent Base does support a host of mathematical functions, however, and given some thoughtful revision and polishing could yet prove to be a workhorse database.

Datatrieve (Abacus \$49) is another interesting addition to the growing data base ST library. Datatrieve uses the full GEM interface and allows you to construct a data base using different font styles and graphics. The size limitations regarding field and record lengths



present in Regent Base have been removed allowing a field of up to 32K and a 64K maximum record size. Like Regent Base the data files are disk bound allowing huge file sizes. The major deficiency at this point is the lack of support for mathematical functions. The documentation describes a rather full complement of math functions available with no apparent way to implement them at the current time.

Execution speed is much faster than the current version of Regent Base. It is not necessary to write a procedural command file which makes the program easier to use for beginners but could restrict its use for more advanced applications. Report writing capability appears to be fairly good with a wide variety of options available. Datatrieve appears to be another promising program that as of now fails to go the extra yard to be a complete package.

Timeworks has entered the ST market with a bang. ST Word Writer (\$80) is a full featured, GEM Based, "What-you-see-is-what-you-get," word processor that at first glance bears a striking similarity in both appearance and operation to First Word. Don't be fooled by this, however, as Word Writer is a much more powerful package which will fill the word processing needs of all but the most demanding writing chores.

If you have been using First Word, you can move right to Word Writer with barely a glance at the excellent documentation. Appreciated features include the 85,000 word online spelling checker, a built in outline processor, and the ability to reformat the entire document as well as single paragraphs. An interesting feature is it's ability to act as sort of a pseudo print spooler to print the current file. Most options can be accessed in three different ways, drop down menus, clicking on one of the 34 boxes that fill three rows at the bottom of the screen, or function keys and keystrokes in combination with the Alternate key.

As with all packages, however, Word Writer is missing a few features that would have increased its value even more; multi-column printing capability, the ability to define macro commands for commonly used words and phrases, and a graphic integration feature. Despite these few drawbacks, Word Writer is the nicest word processor to yet appear for the ST.

I've just started playing around with Starglider (\$40) from Rainbird Software. This is a fast paced arcade game in the Star Raiders tradition that features digitized music and voice and impressive 3D vector graphics that will send your head spinning. You are in command of the last remaining spaceship, an antique Airborne Ground Attack Vehicle (AGAV), of the planet Novenia, which has been plundered by an Egron assault force. An accompanying novella written by British sci-fi writer, James Follet, tells


the story as well as providing some much needed hints. Game play takes place both on and above the Novenian planet which is divided into a 100 by 100 sector grid. Thusfar the game has been impressive, but I need more time with it to determine if can hold my interest over an extended period.

The loser of the month is from Paradox Software, Ltd, an English software house that has recently released at least 3 ST titles to fill the arcade game void. Space Station (\$36) is a tired rehash of the overused multiple level platform game. The graphics are catchy but the game play quickly becomes boring. Original triangular packaging and music fed through the MIDI port do little to save this game from becoming a tedious exercise in futility.

~ ~ ~ ~ ~


## 6 phases of a project

1. Enthusiasm
2. Disillusionment
3. Panic
4. Search for the Guilty
5. Punishment of the Innocent
6. Praise and Honors for the Non Participants



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# Last Hacks

Reprinted from Access Key - Sept. 86

Thinking About Computers  
By: Bob Haynes

## SHAKESPEARE: THE FIRST ATARIAN?

Most people remember the events of today. Historians remember the past. Truly great minds remember the future.

William Shakespeare, one of the truly great minds of any time, ranged far into the future in telling his tales, if only his audiences could have read the message. Today, our hindsight immediately spots the remarkable predictions of the Bard. His remarks about computers are especially compelling.

In Henry IV, Part II we find this description of a fully configured computer system: "With all appliances and means to boot." On the downside, it is obvious that Shakespeare foresaw many of the problems that computerists of the future would face: "The cable broke..." (Henry VI, Part III); "Tush! Tush! Fear boys with bugs..." (The Taming of the Shrew); "We must take the current when it serves or lose all our ventures" (Julius Caesar); "With this regard their currents turn awry..." (Hamlet).

On the other hand, he accurately predicted many of the useful functions of the computer:

\*Mailing lists: "I think there be six Richmonds in the field..." (Richard III)

\*CALC-style programs: "I saw him fumble with the sheets..." (Henry V)

\*CAD/CAM: "We first survey the plot, then draw the model..." (Henry IV, Part II)

Concerning programming, Willy Will had the following to say:

\*"They have been at a great feast of languages..." (Love's Labour's Lost)

\*"Superfluous branches we lop away..." (Richard II)

\*"The END crowns all..." (Troilus and Cressida)

\*"Yet lives out PILOT still..." (Henry VI, Part III)

Disk drives and other peripherals did not escape his attention, either. In Titus Andronicus we learn about "those dreary dumps", an obvious reference to crashed modem transmissions. Deleting useless programs from disks rates this mention in Hamlet: "Yea, from the table of my memory I'll wipe away all trivial fond records." Concerning the recent mania for RAM upgrades, he observes, "He shall have a noble memory..." (Coriolanus). In Henry VI, Part II, we find the following nod to the world of dot matrix and letter quality: "Thou hast caused printing to be used."

But what sort of home computer would Shakespeare buy if he were alive today? It's pretty clear what he would not buy. Plain for all to read in The Taming of the Shrew, The Immortal Bard of Avon penned these classic words: "There's small choice in rotten Apples..."

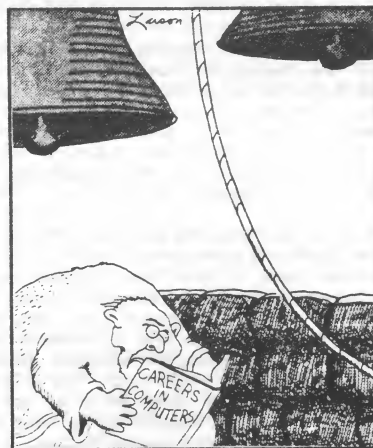
On the other hand, his preference for Atari is present everywhere in his writings. A few samples taken almost at random should suffice for illustration.

\*On the need to suppress the keyboard sound on the 400/800: "Silence that dreadful bell!" (Othello)

\*On booting "Star Raiders" into memory: "The game is up!" (Cymbeline)

\*On Atari's superior chip set: "To put an ANTIC disposition on..." (Hamlet).

Examples could be multiplied endlessly. But the perceptive reader gets the point. Shakespeare was an Atari, not a toady for offbrands like IBM. And if it would have been good enough for Shakespeare, shouldn't Atari be good enough for everyone?





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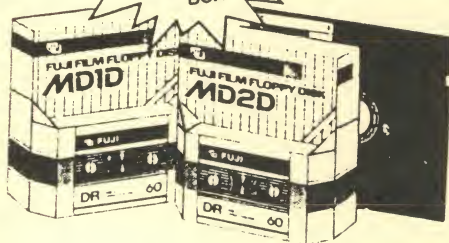
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